if you're gonna send me a virus just get it over with

yeah this was really really fun
-knight

300 New Increasingly Cursed Knight Puzzles

Mechanics need deducing.
Most puzzle only have one solution.
WARNING: IT'S RECOMMEMDED YOU HAVE PLAYED "120 Increasingly Cursed Knight Puzzles" BEFORE PLAYING THIS.

i need help

that is the level of cursed expected when i first played the original game - jay shing

honse this stop - bahbah

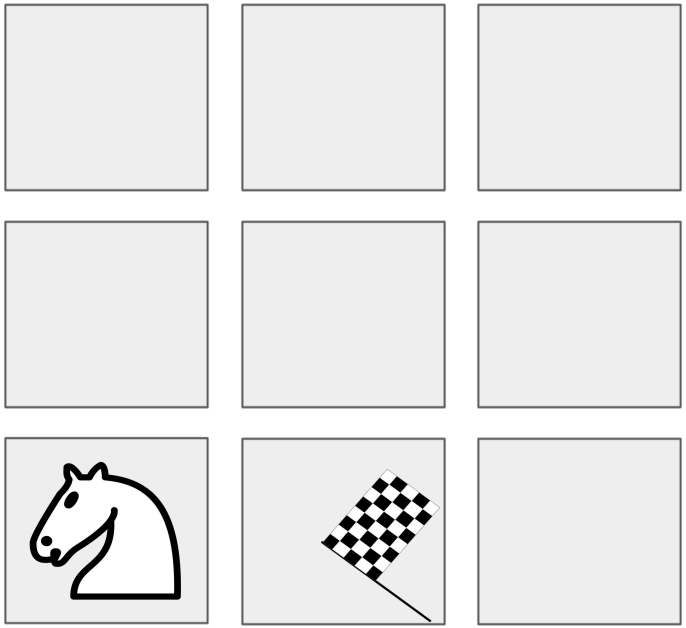
what the fuck
-ICKP creator

this is what happeds when a person has a lack of maidens on their life

Chapter I
The Advanced
37 Puzzles

1

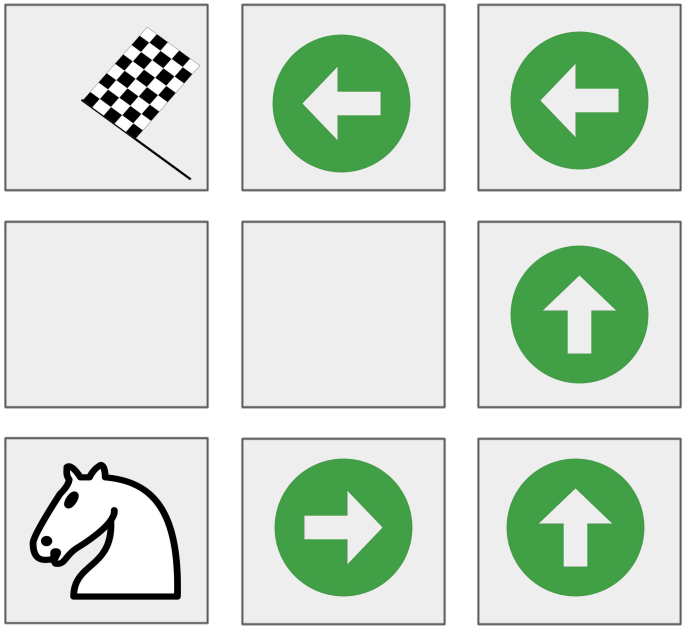
moves: 3



Boing

2

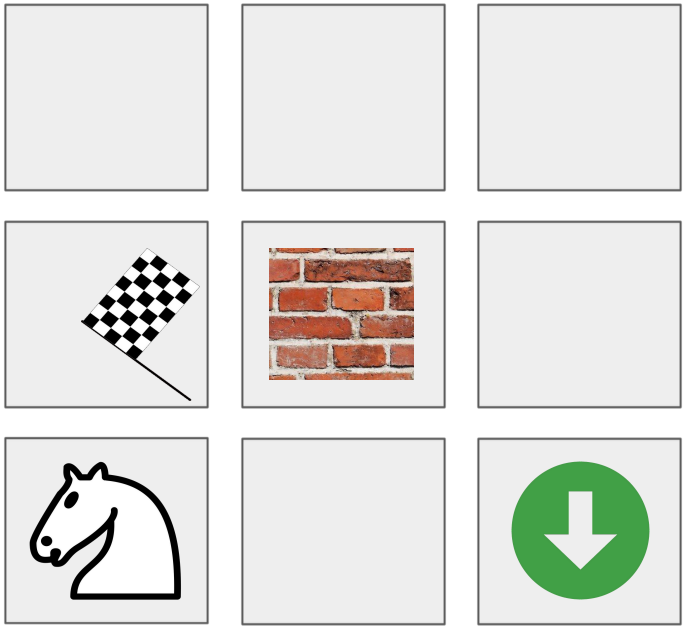
moves: 0



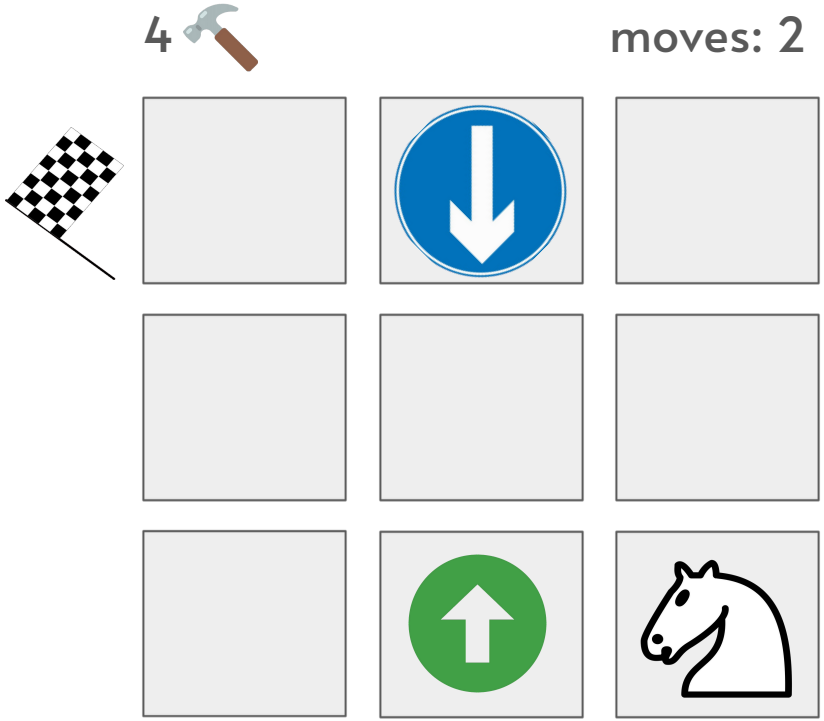
Slide

3

moves: 5



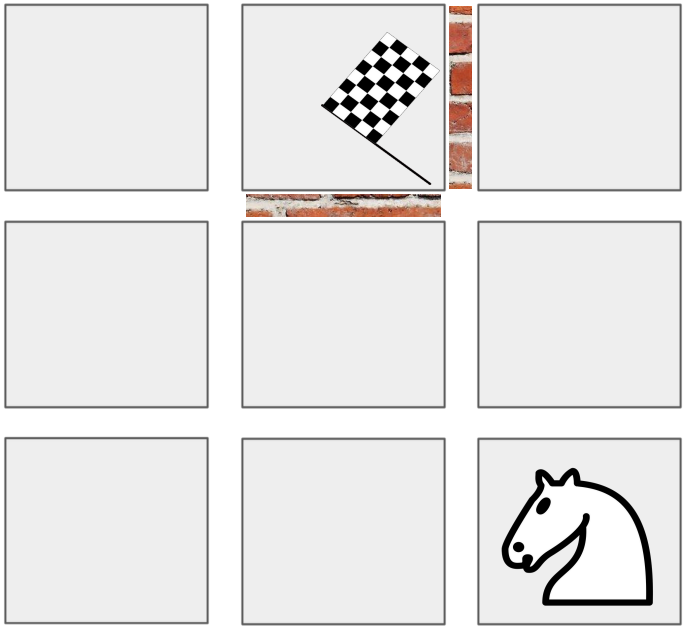
Around the World



How To Arrow

5

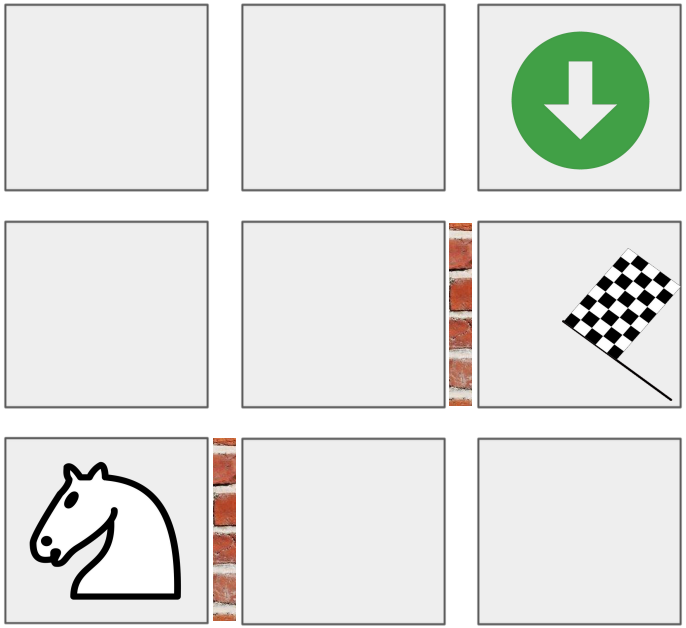
moves: 7



Blockade

6

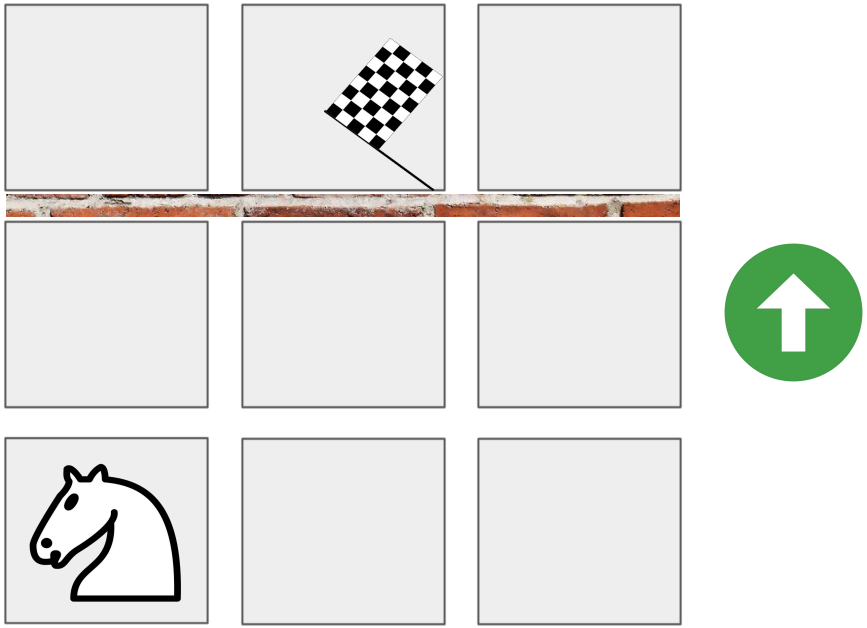
moves: 4



Squigle

7

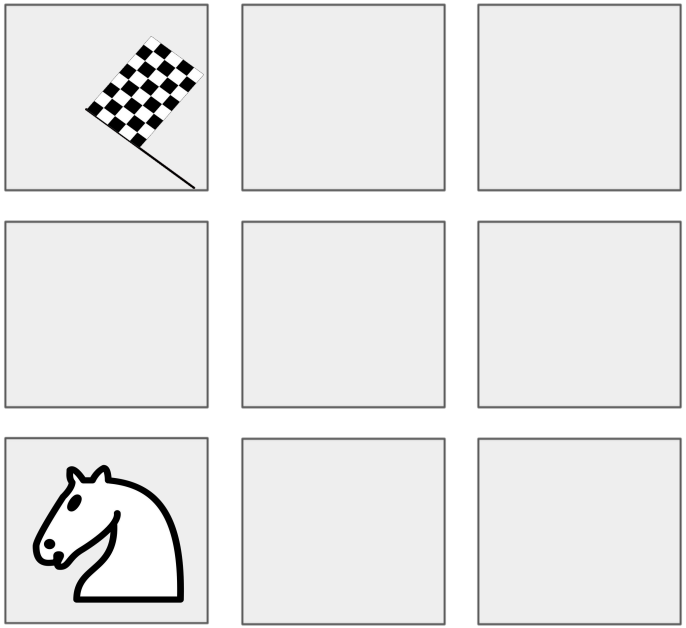
moves: 1



Void Arrow 2

8

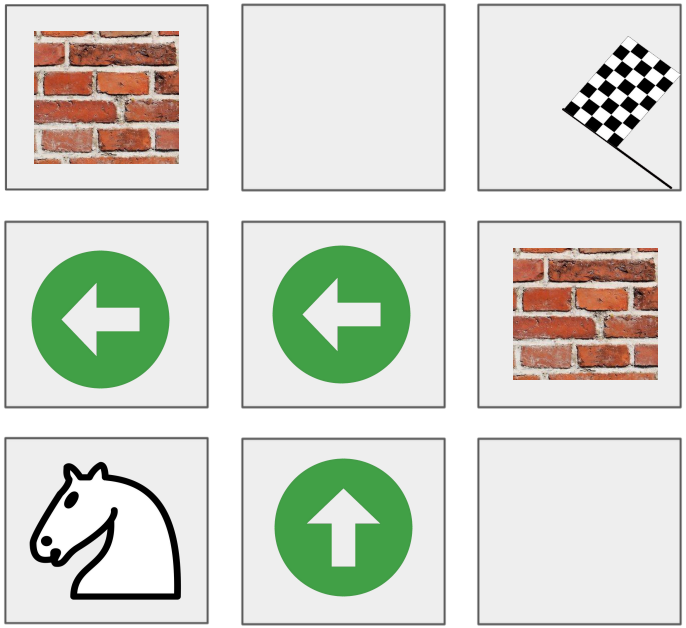
moves: 2/3



What?

9

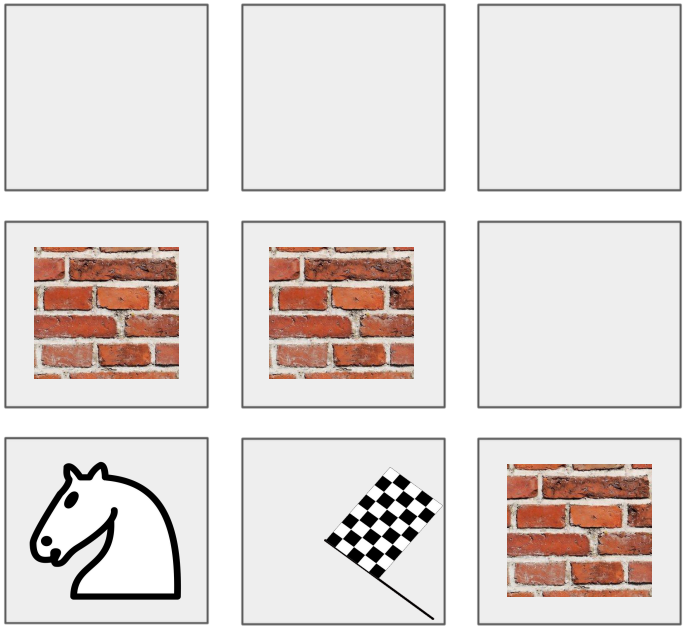
moves: 4/3



what the fuck is going on?

10

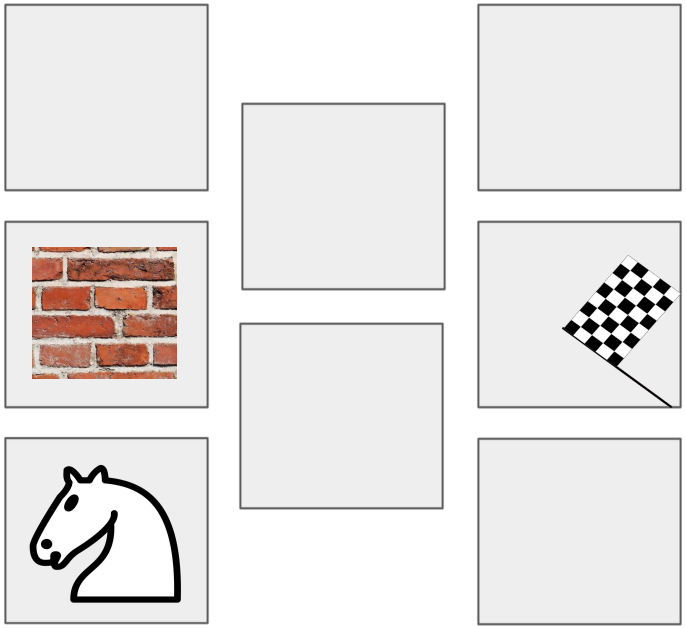
moves: 3/3



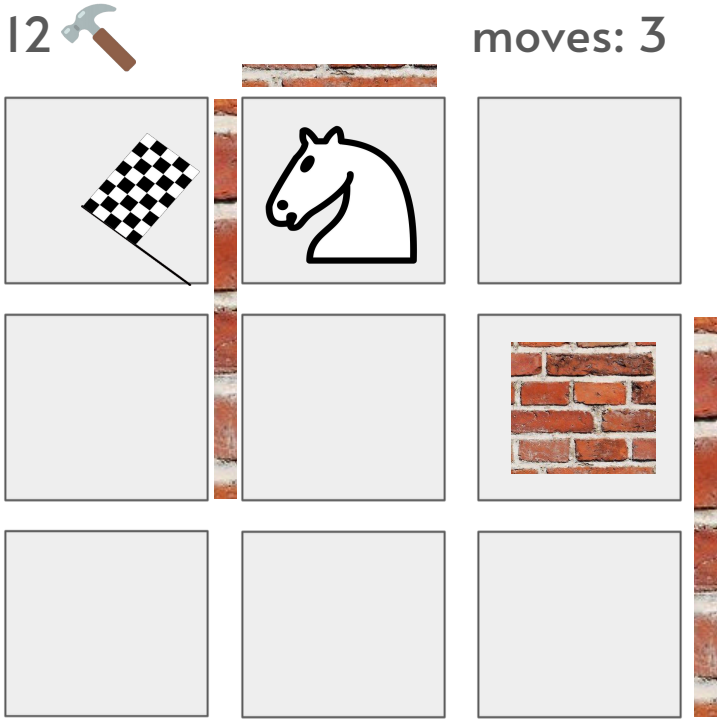
WHAT

II

diagonal moves: 2



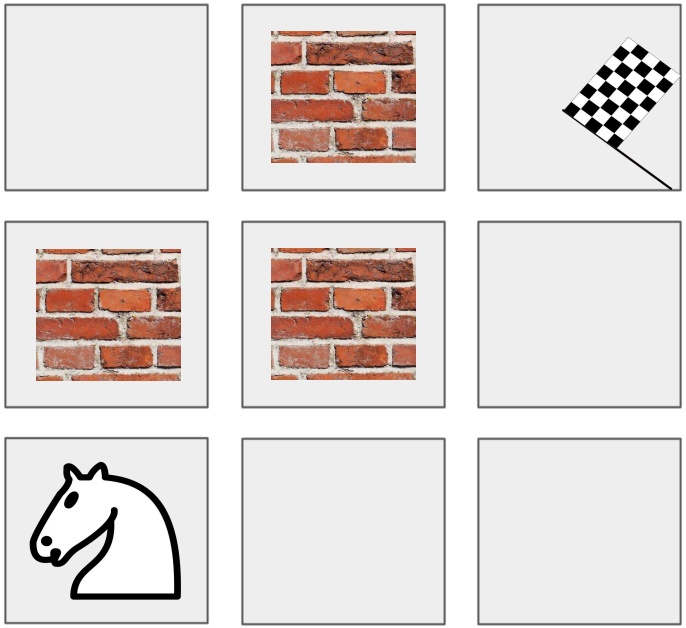
AAAA



AAAAA- oh good a normal cursed level :D

13

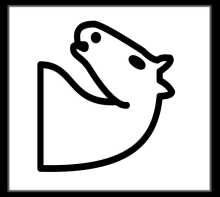
rook moves: 2



FUUU

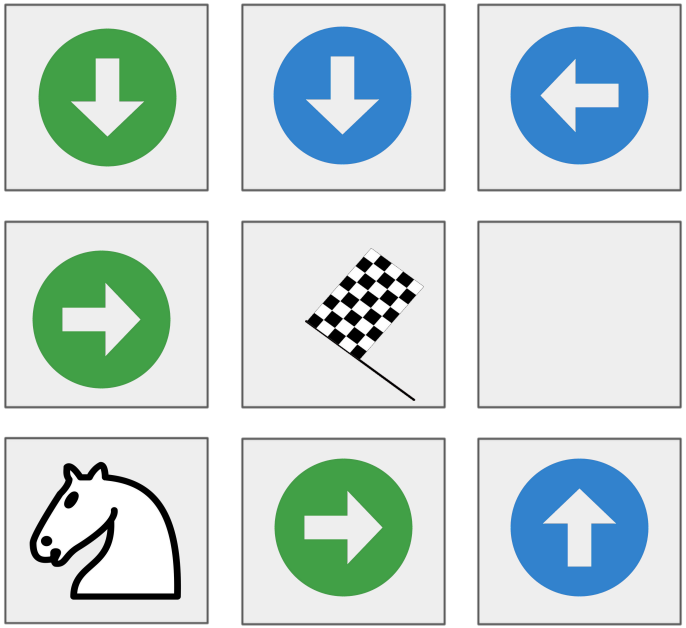
0

moves: 0



15

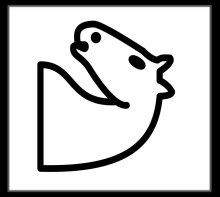
moves: 1



IS THIS ENTIRE BOOK A JOKE????????

0

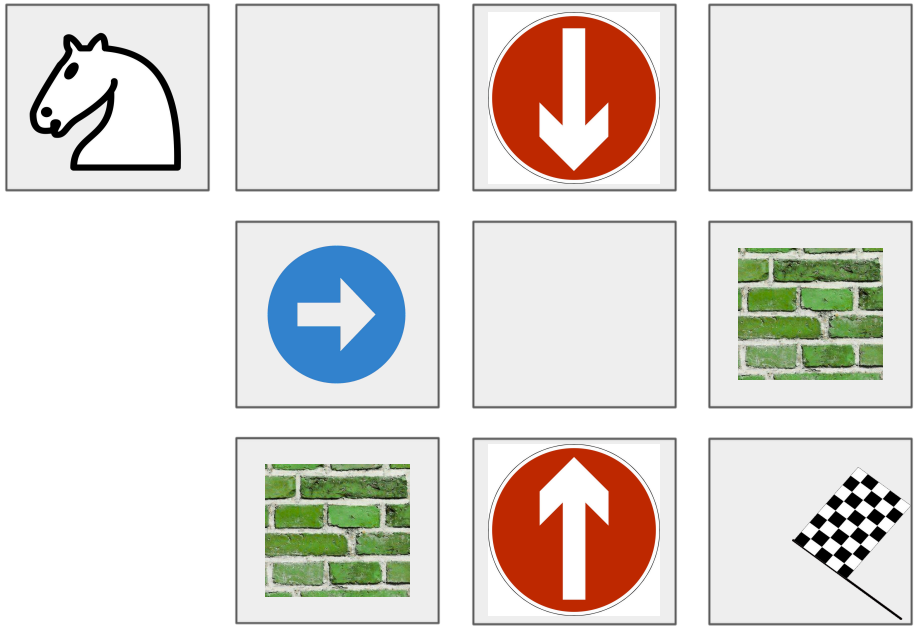
moves: 0



LOG IN
INSERT PASSWORD

17

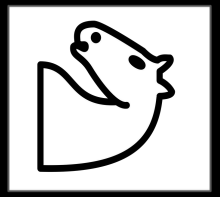
moves: 1



)!Ve$mQrzS0;j?FGgy2RD4m78,()4&)*(465XDvnjg2(y7@2++C?C(5#Ap&=b?),w(77

0

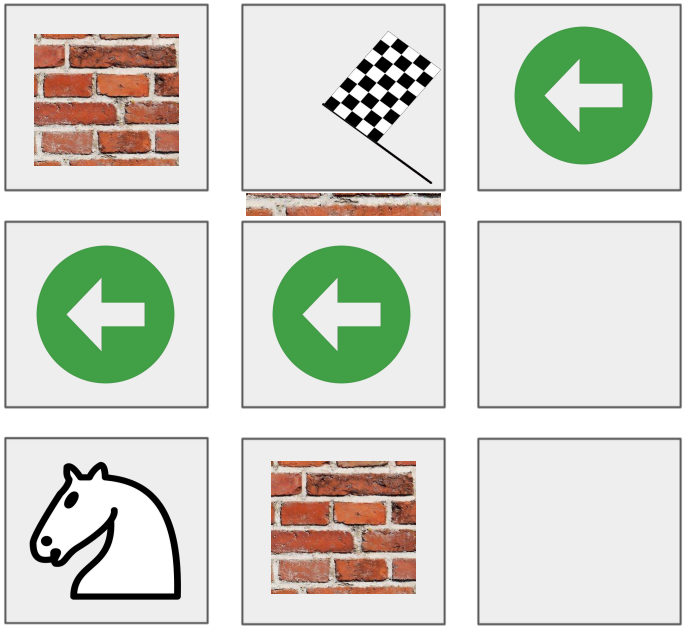
moves: 0



INSERT COMMAND

19

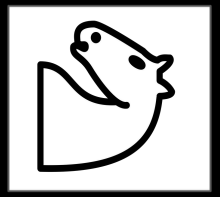
moves.png: 4/3



title_19.txt

0

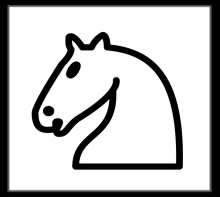
moves: 0



knightawake = true;

0

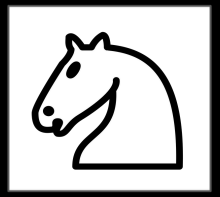
moves: 0

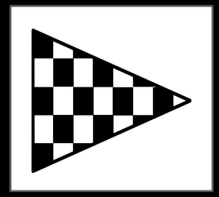


lvlset = ChapterVOID.zip
tiletransparency = 0;
movecount = 5;

-1

moves: 5

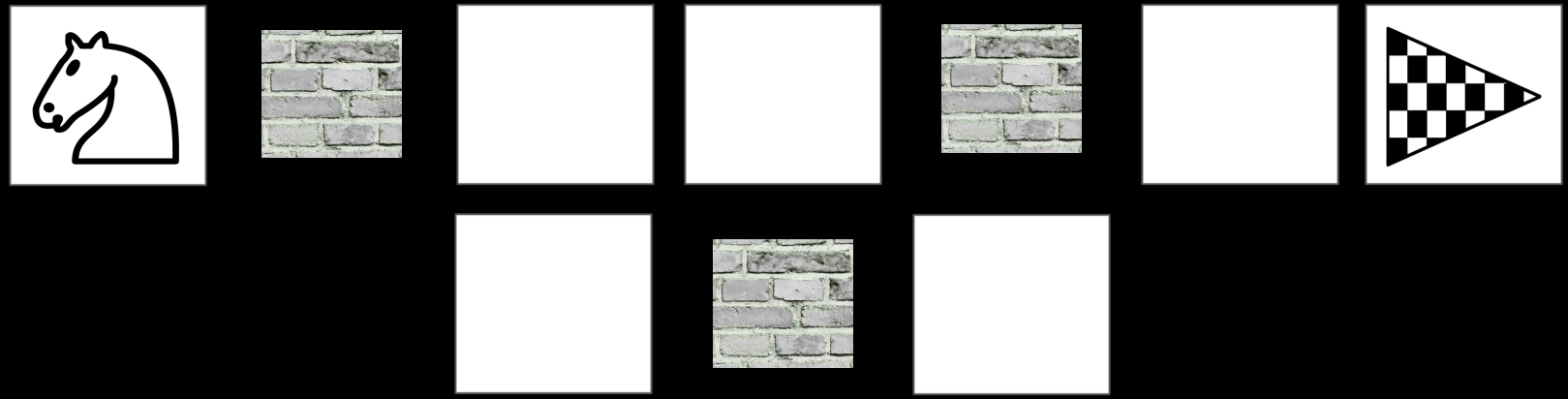




The Void

-2

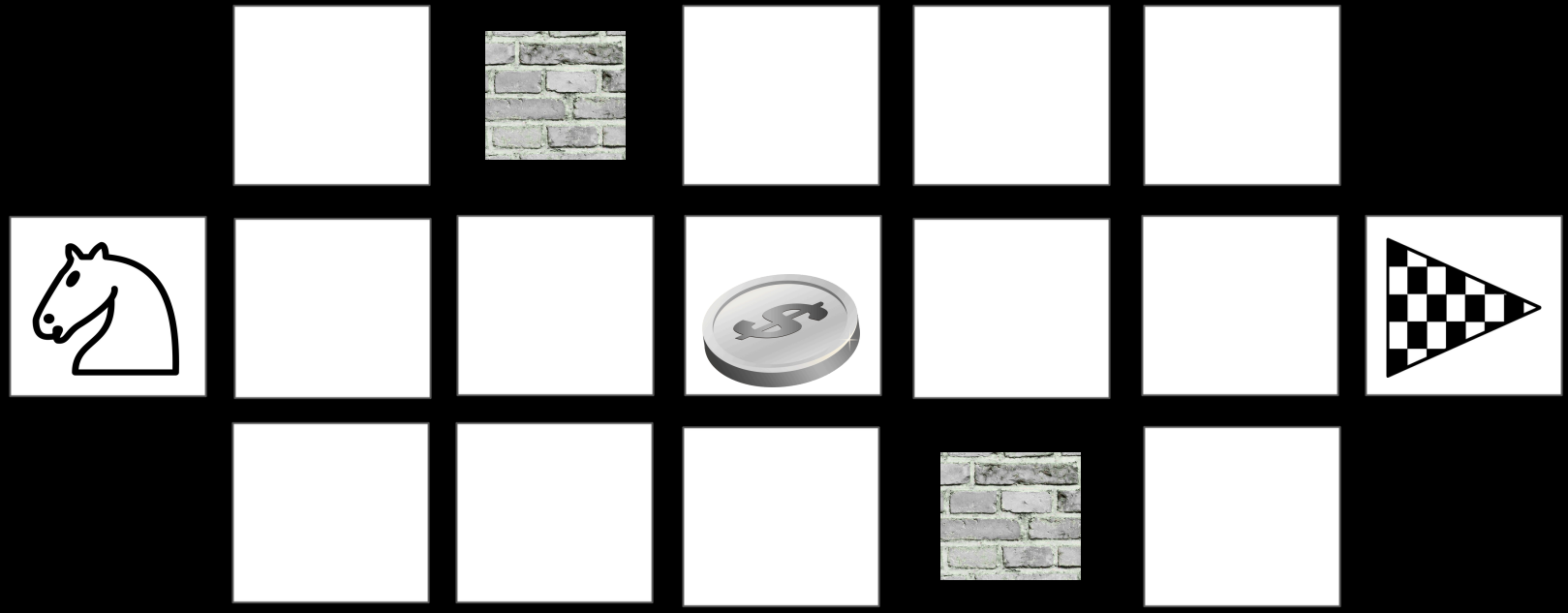
moves: 4



Null

-3

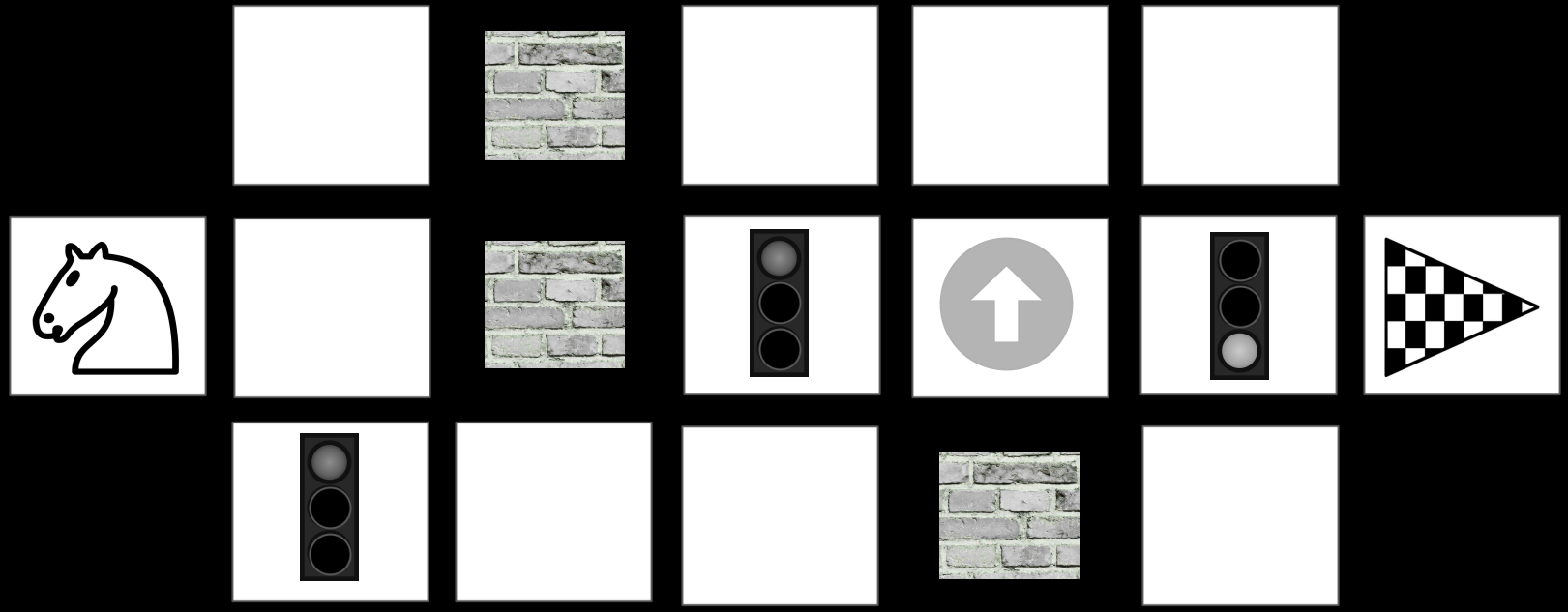
moves: 6



Void Side Quest

-4

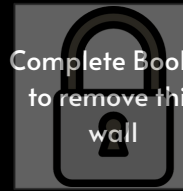
moves: 5

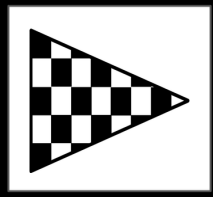


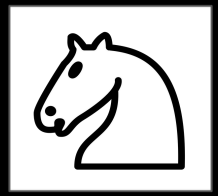
Monocromatic Signals

A

moves: indef







Space Rupture

yeah this was really really fun
-queen

want to coauthor
-kookoo

32 Increasingly Cursed Knight'nt Puzzles

Mechanics need deducing.

Each puzzle only has one solution

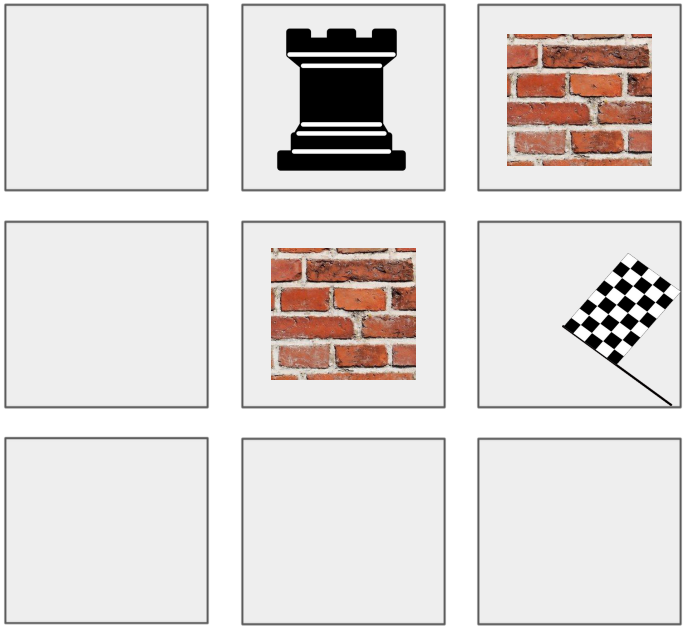
if you're gonna send me a rook just run me over with

chess pieces that actually move like they supposed to
-gotham chess

:frog:
-toad enjoyer

A 1

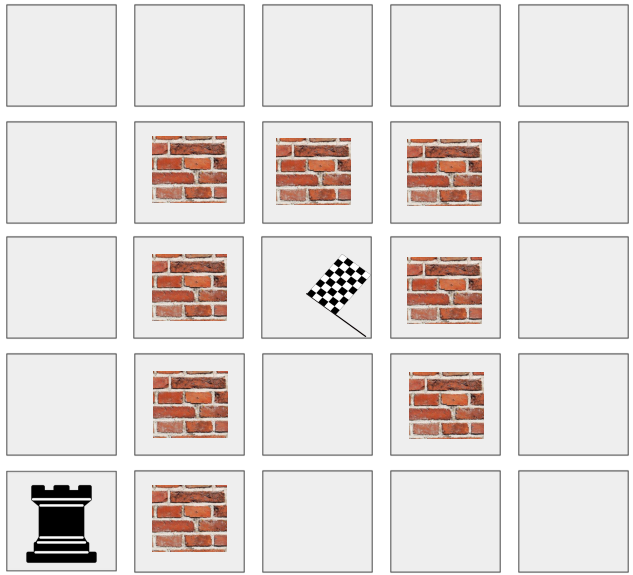
moves: 4



Rook

A 2

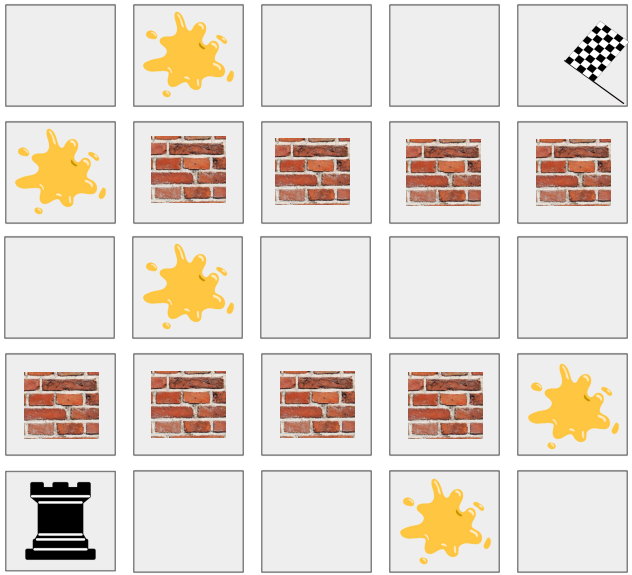
moves: 5



Spiral

A 3

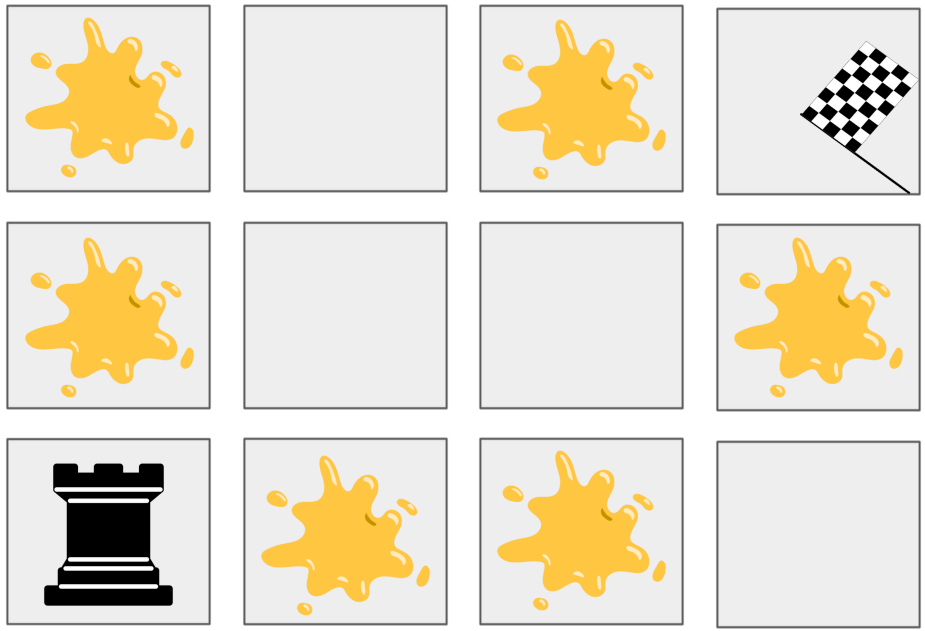
moves: 10



Glued

A 4

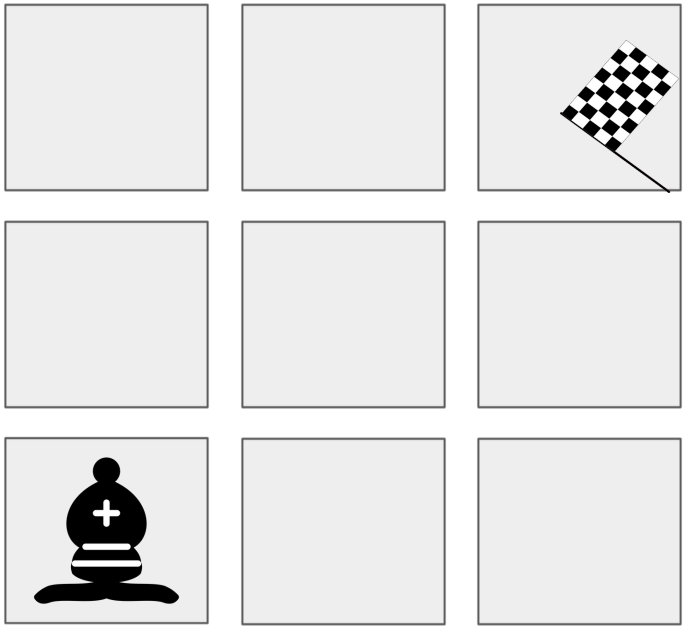
moves: 3



Sticky Situation

A 5

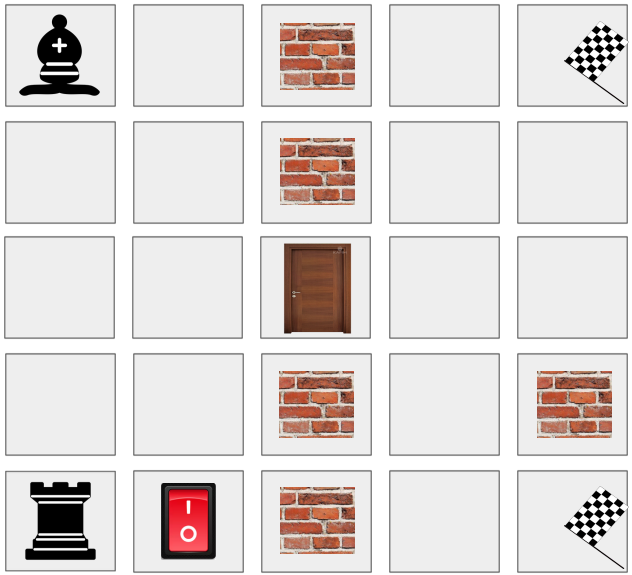
moves: 1



Bishop

A 6

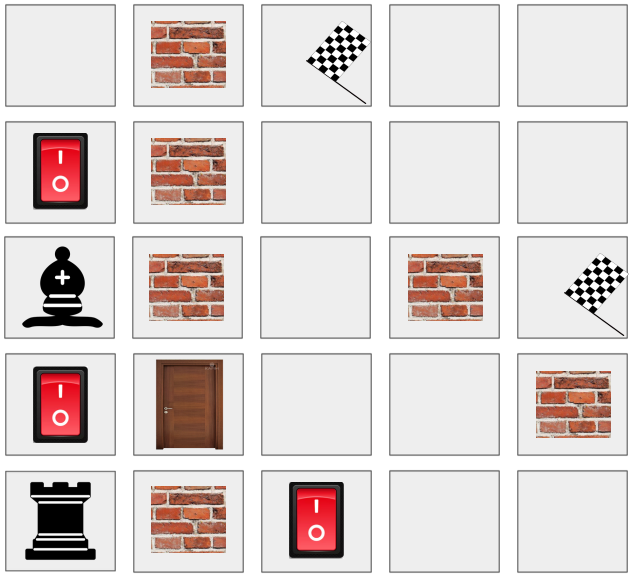
moves: 5



Toggle Gate

A 7

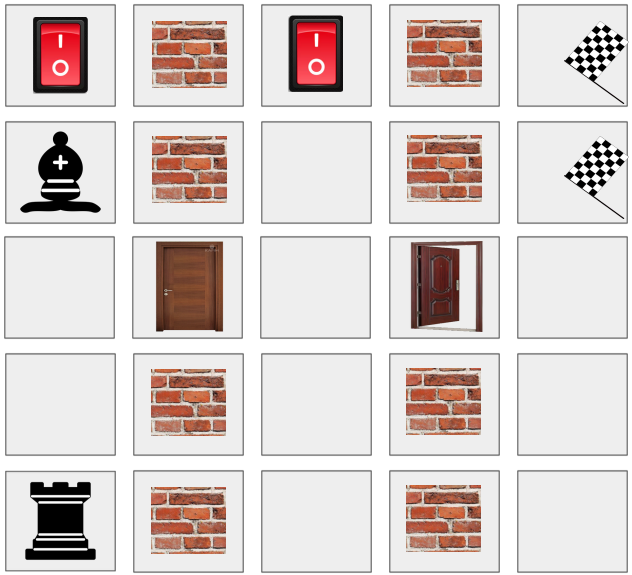
moves: 5



One Time Switch

A 8

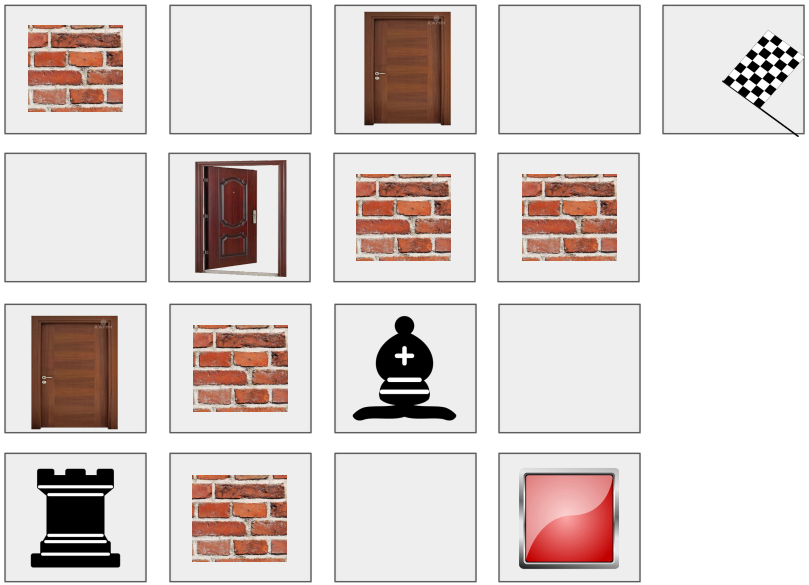
moves: 9



Unsynced Gates

A 9

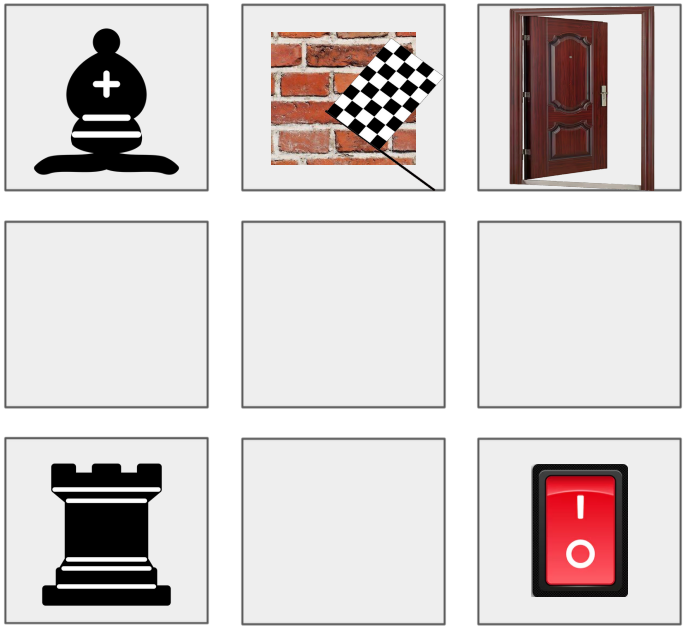
moves: 7



Pressure Plate

A 10

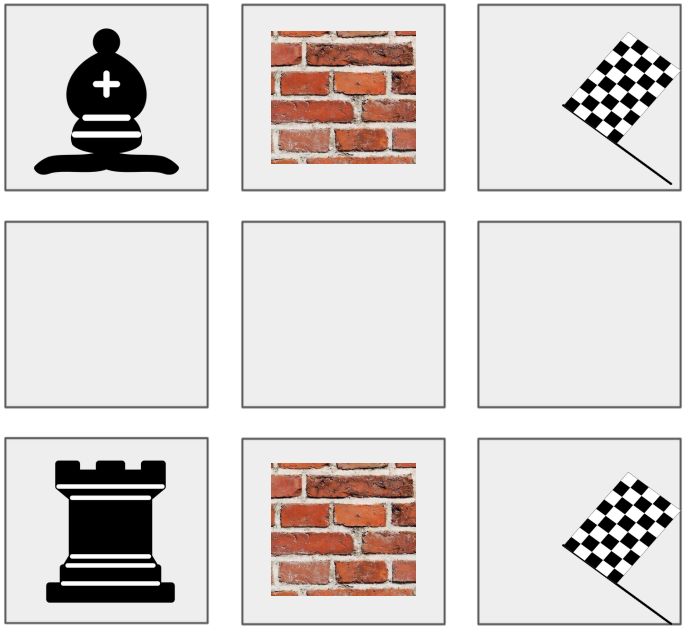
moves: 5



Manual Elevator

A 11

moves: 4



Too Heavy

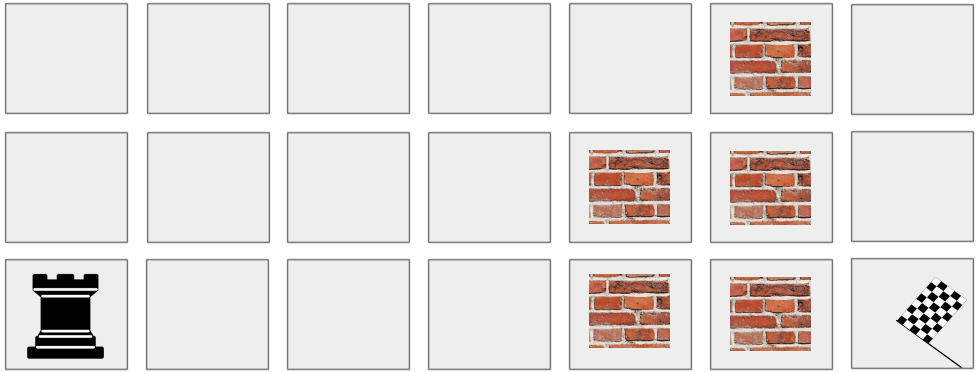
A 12

moves: 2

Pick Up Speed

A 13

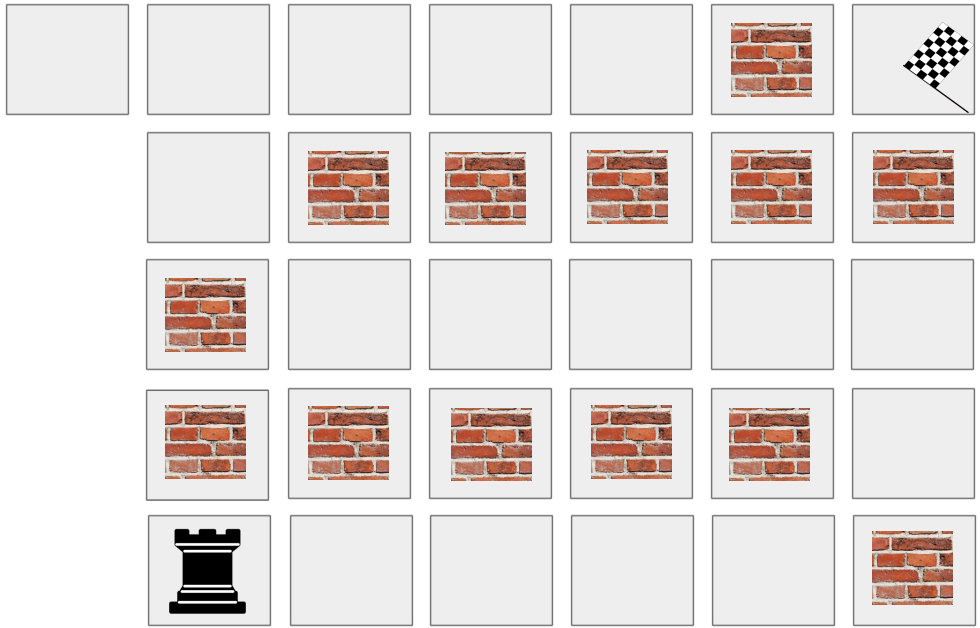
moves: 4



Full Stop

A 14

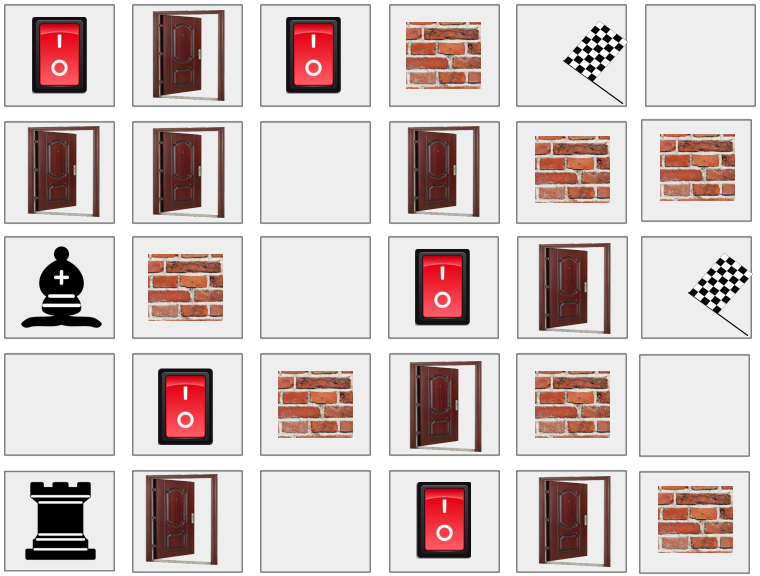
moves: 7



Not Enough Distance

A 15

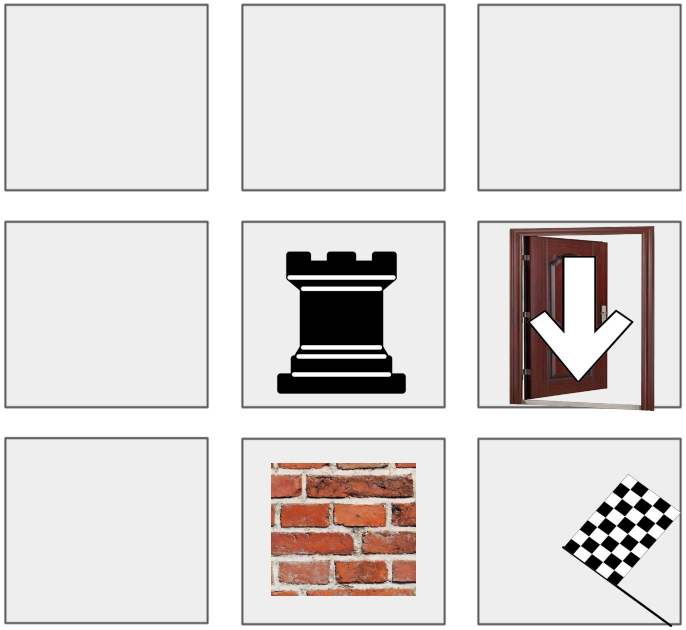
moves: 5



Trap Door

A 16

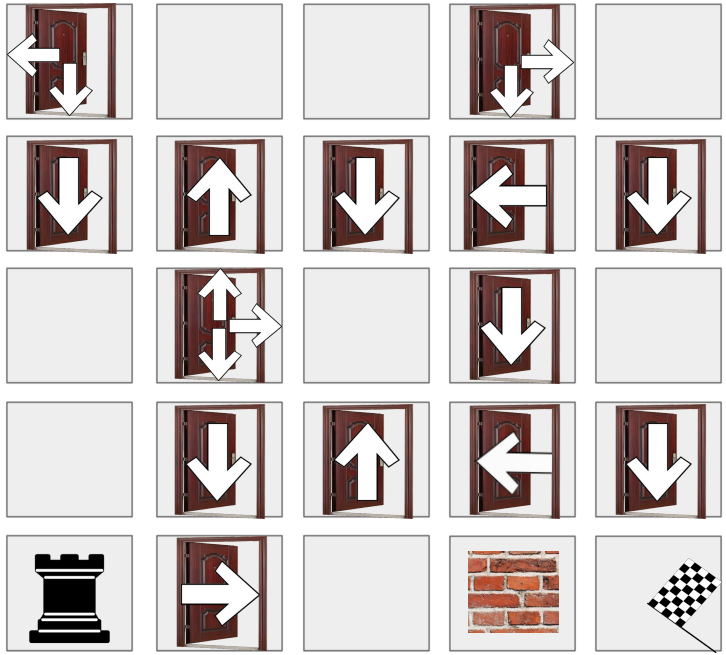
moves: 3



One Way

A 17

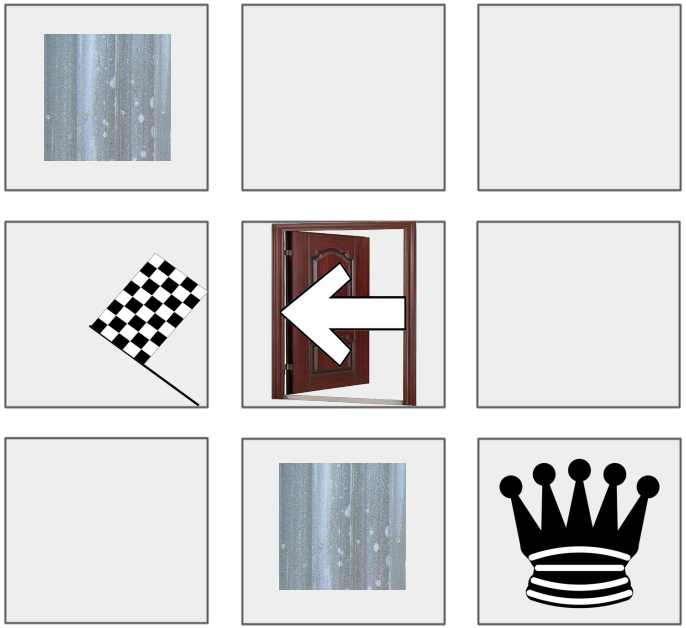
moves: 5



Door Maze

A 18

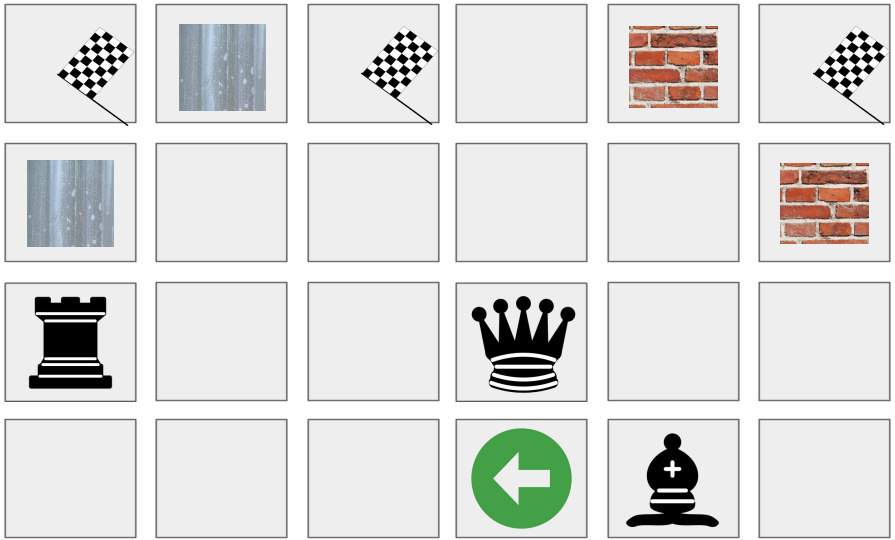
moves: 2



Queen

A 19

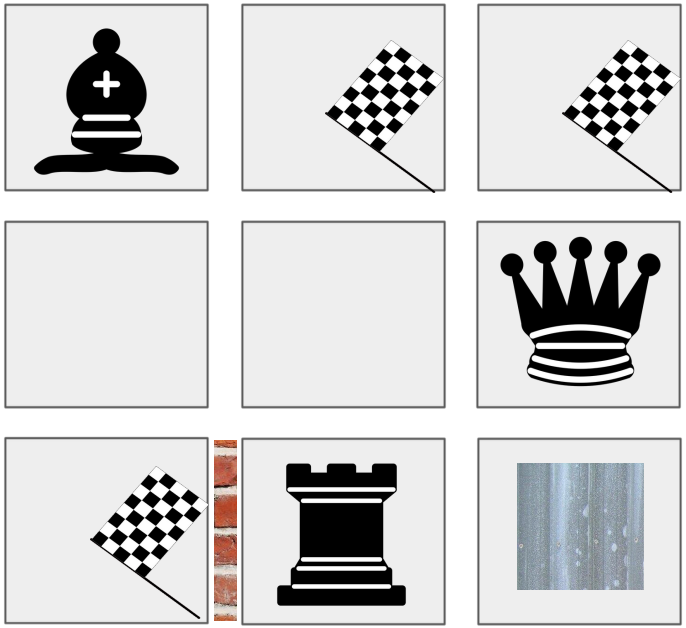
moves: 6



Shuffle

A 20

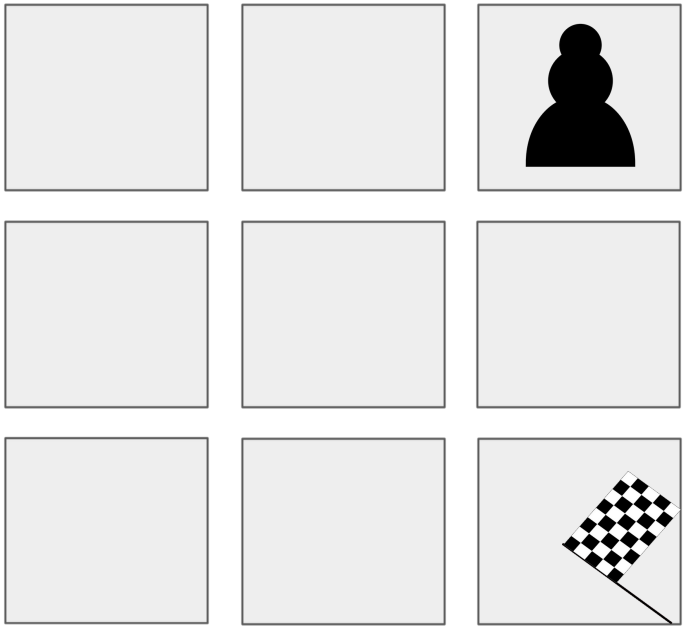
moves: 4



Tight Space

A 21

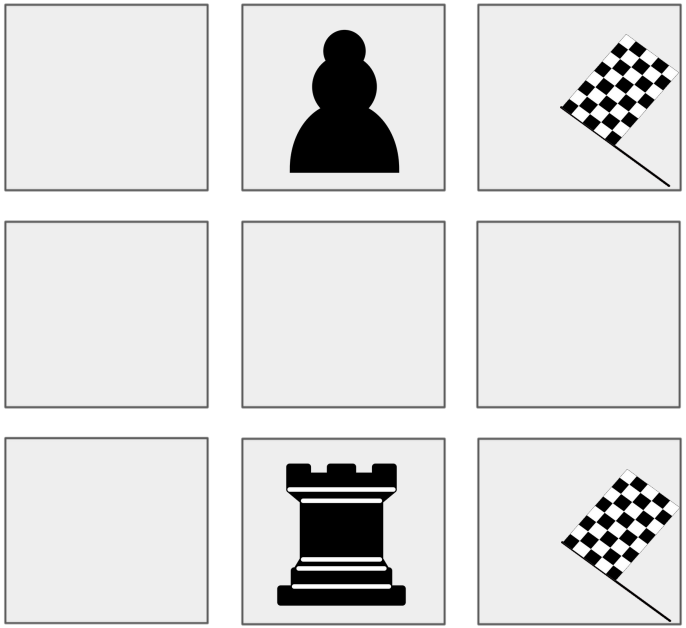
moves: 2



Black Pawn

A 22

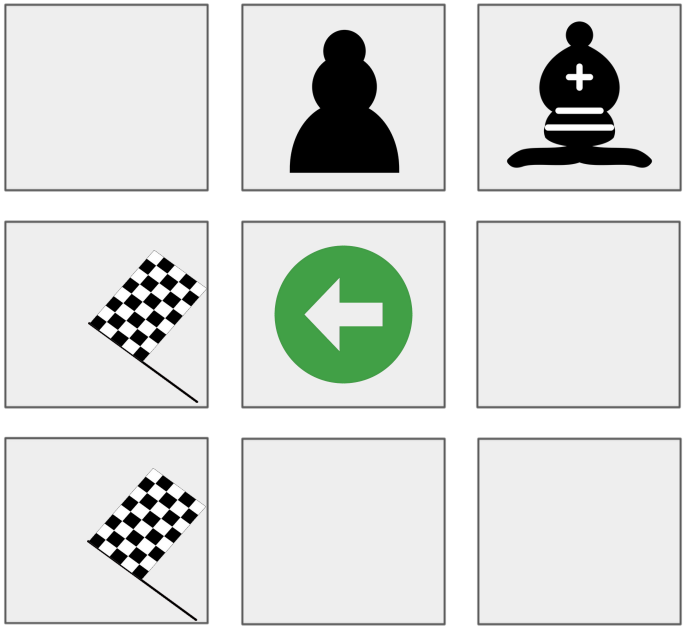
moves: 3



Out Of The Way

A 23

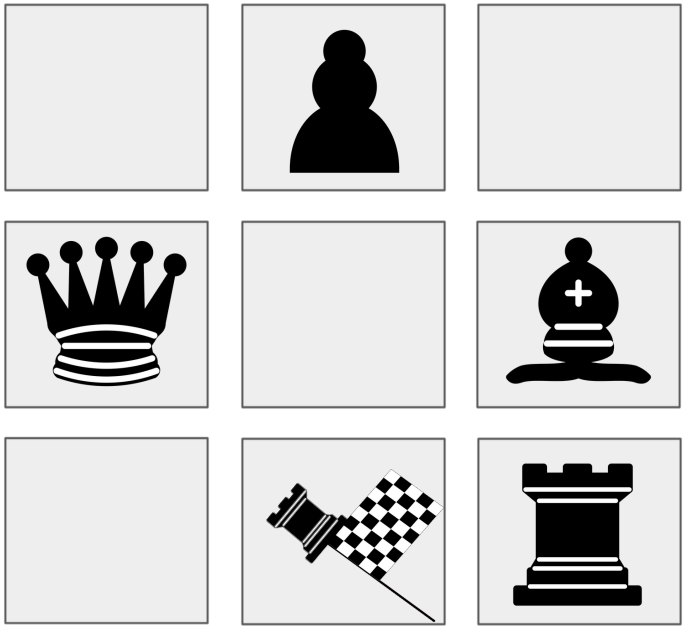
moves: 2



Little Steps

A 24

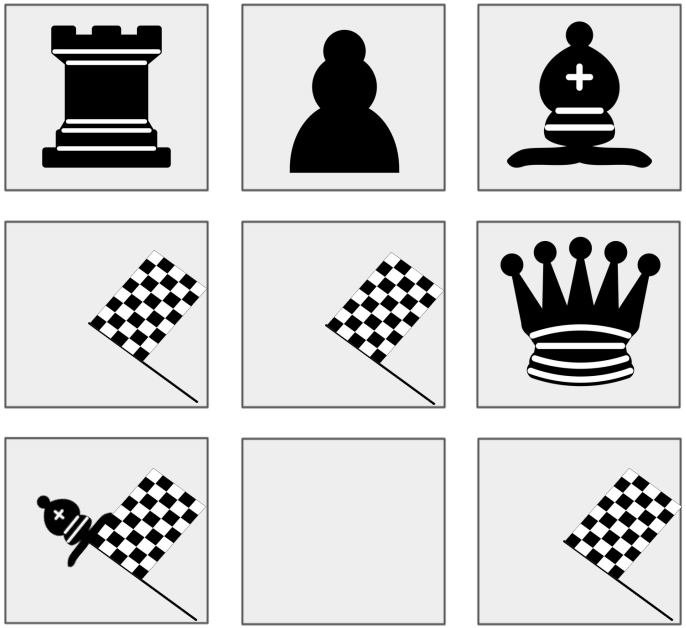
moves: 1



Specific Goal

A 25

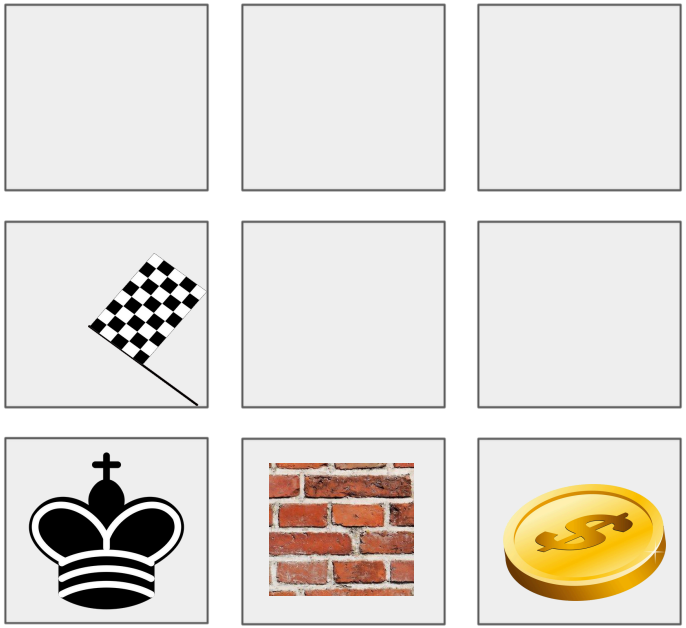
moves: 4



Tight Space 2

A 26

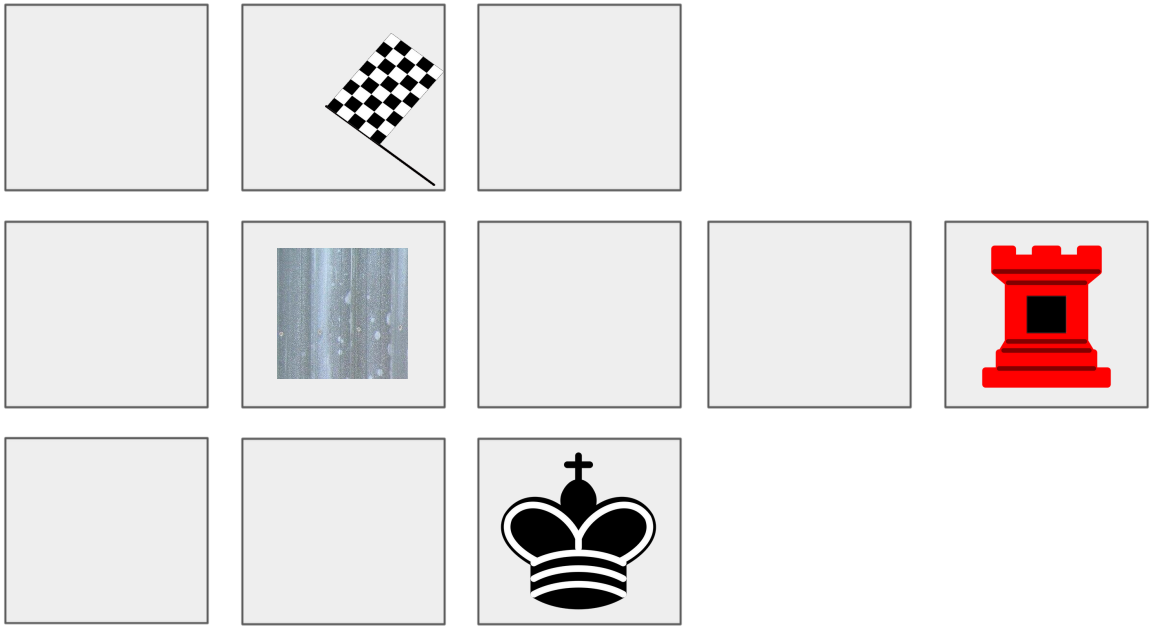
moves: 4



King

A 27

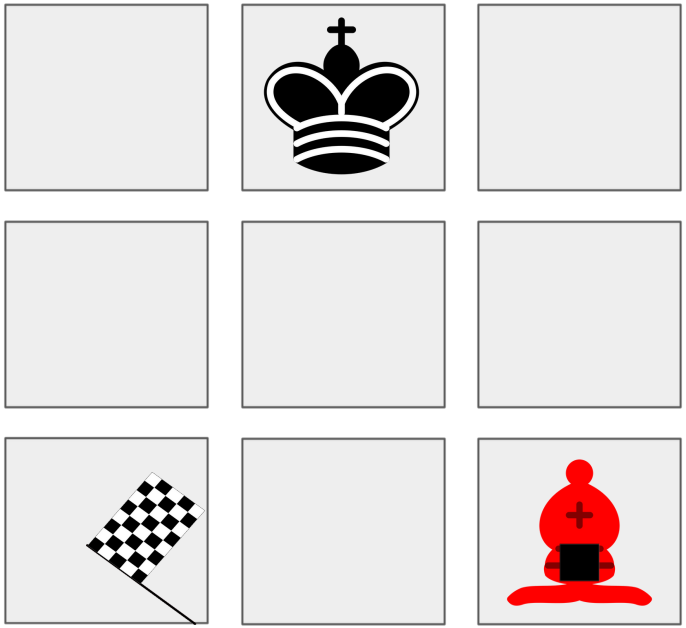
moves: 3



Enraged Piece

A 28

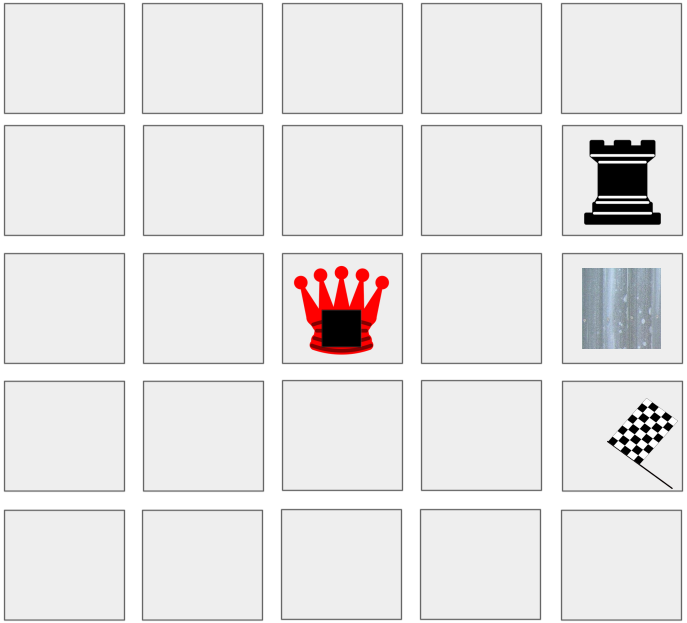
moves: 2



Sinful Pastor

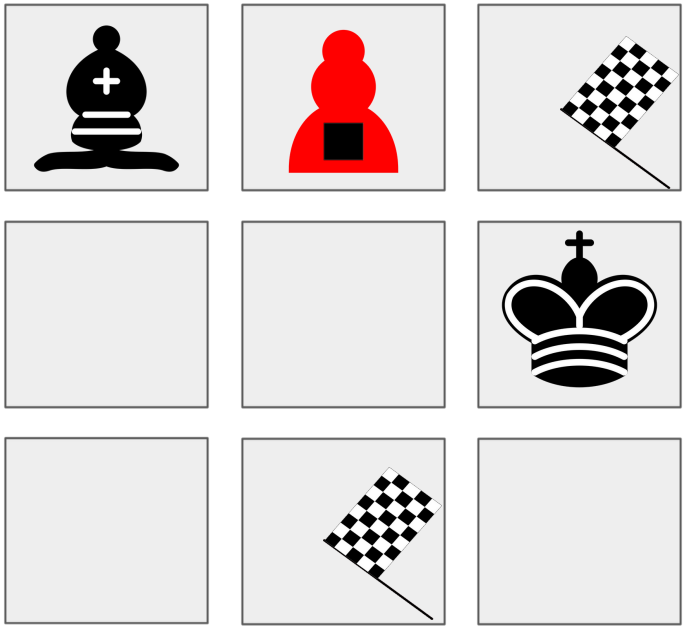
A 29

moves: 3



Royal Traitor

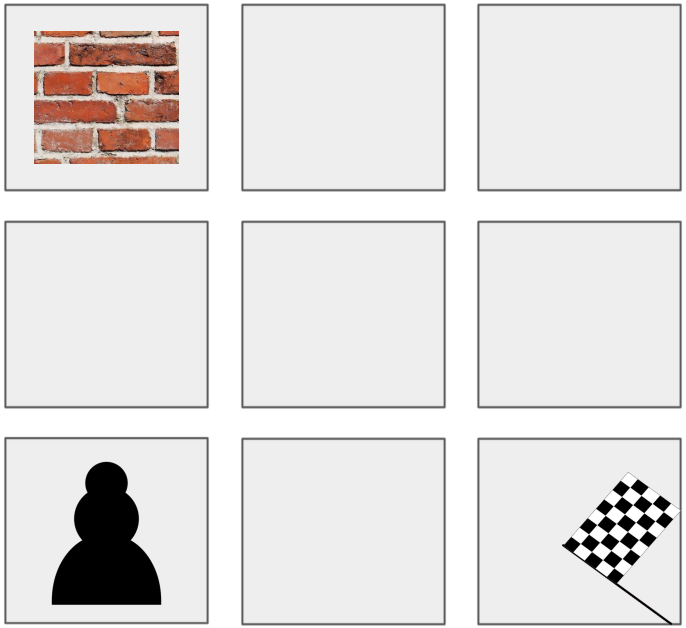
A 30 moves: 3



Rioting Peasant

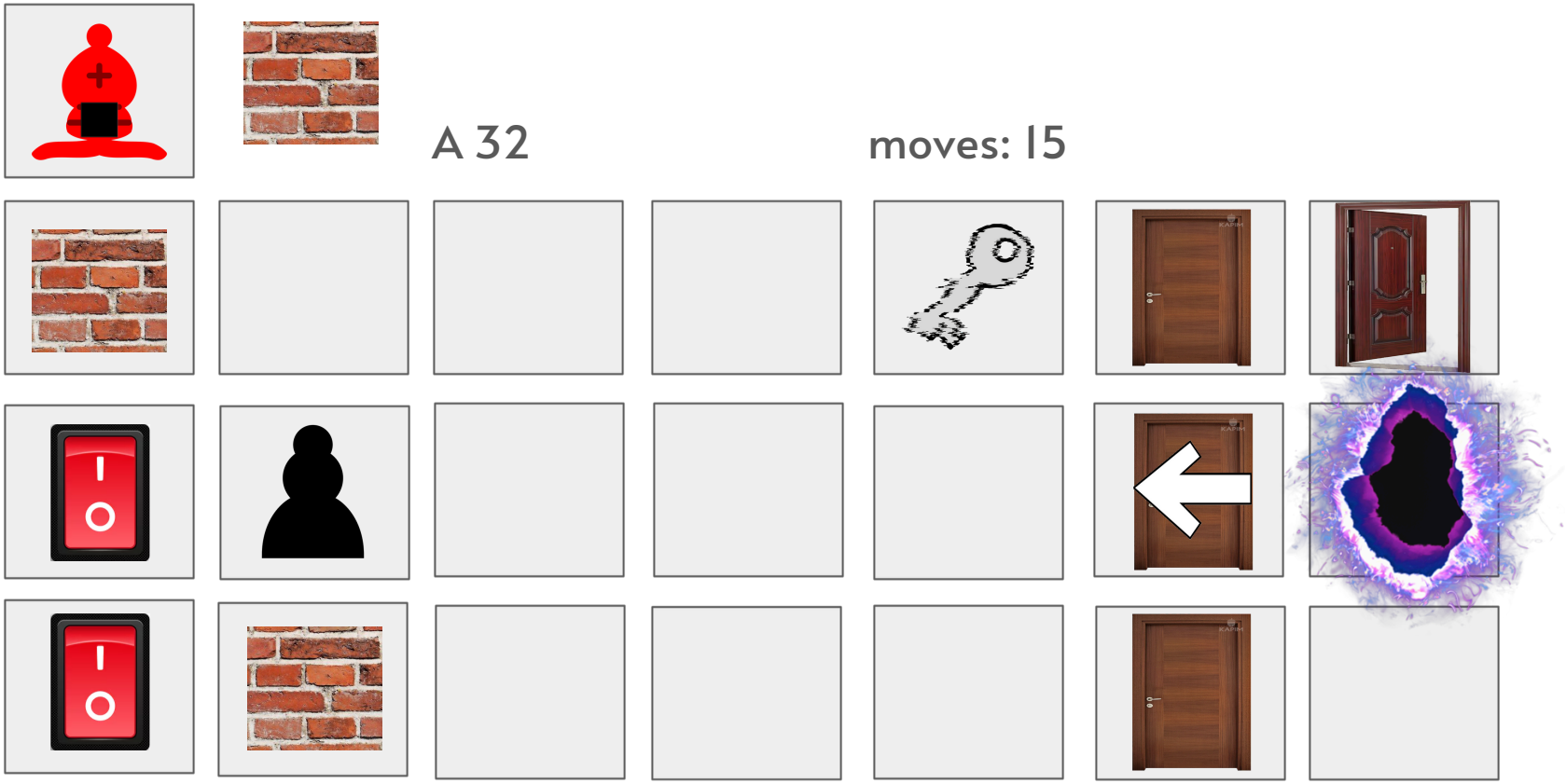
A 31

moves: 2



Wait...

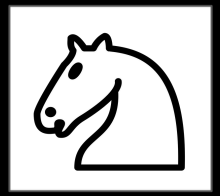
The next puzzle may spoil the chapter's troll.

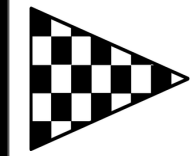


You Remember The Mechanics Key?

A

moves: 3



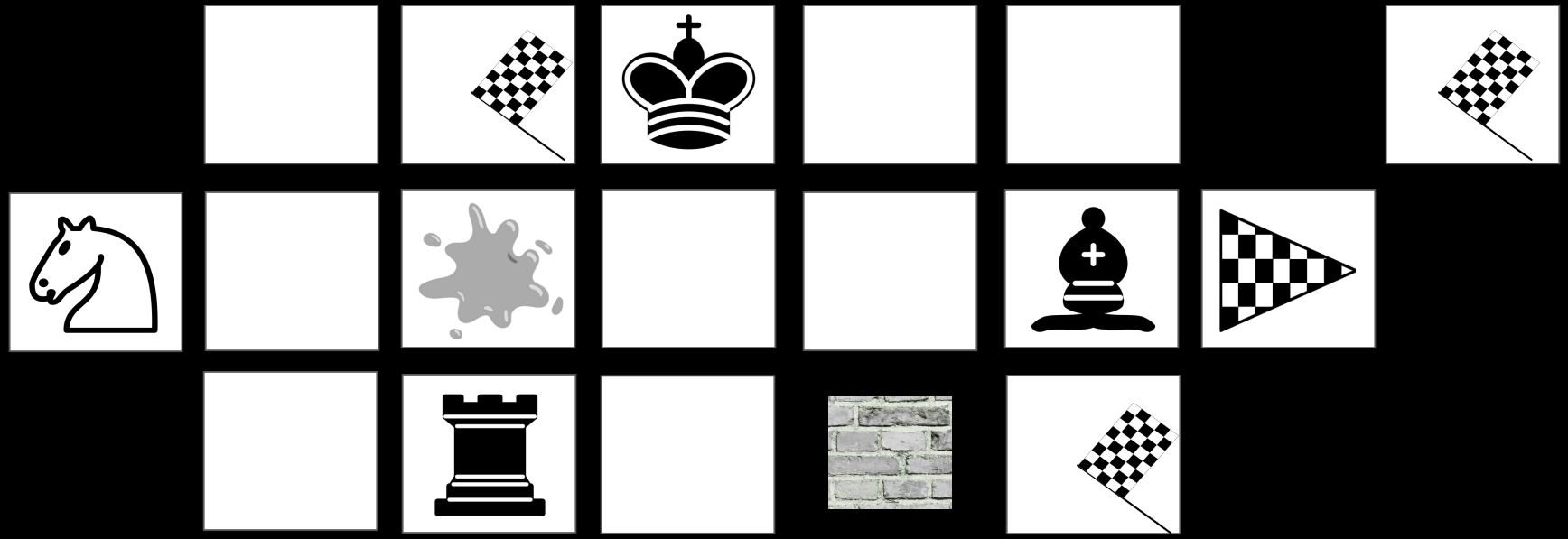


Complete Book A to remove this wall

Space Rupture

-5

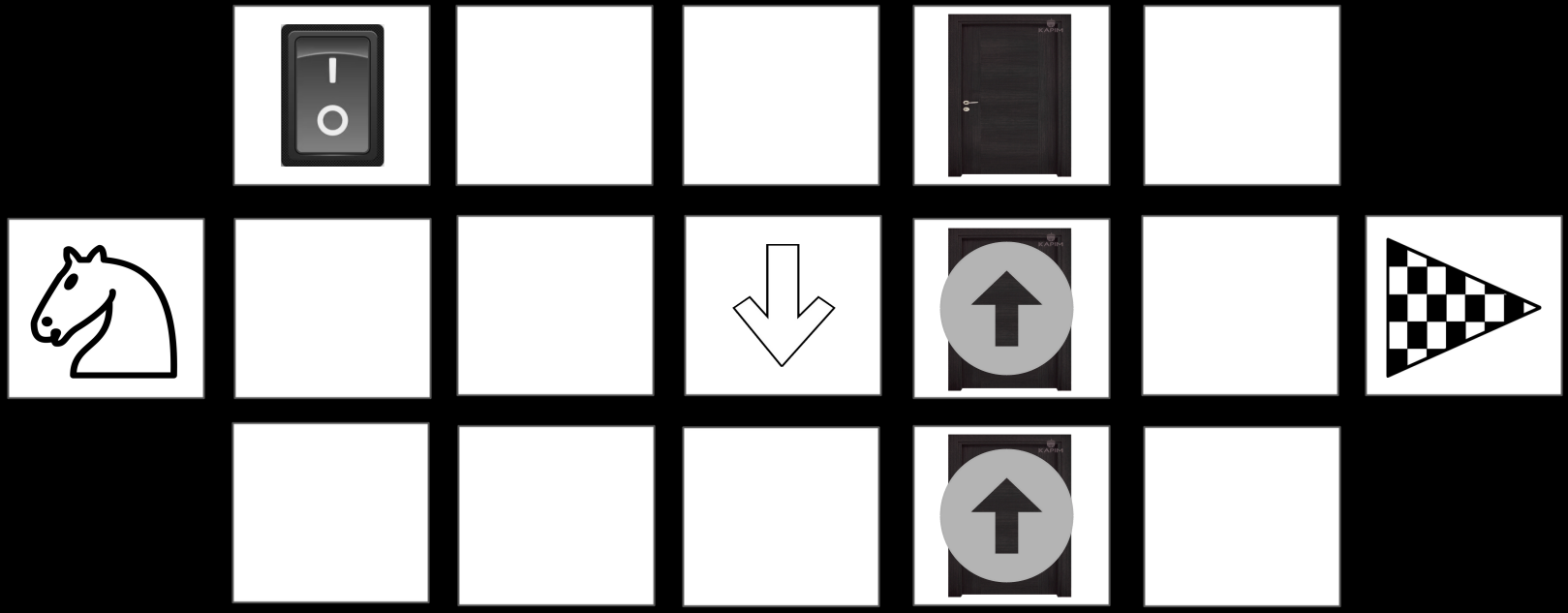
moves: 11



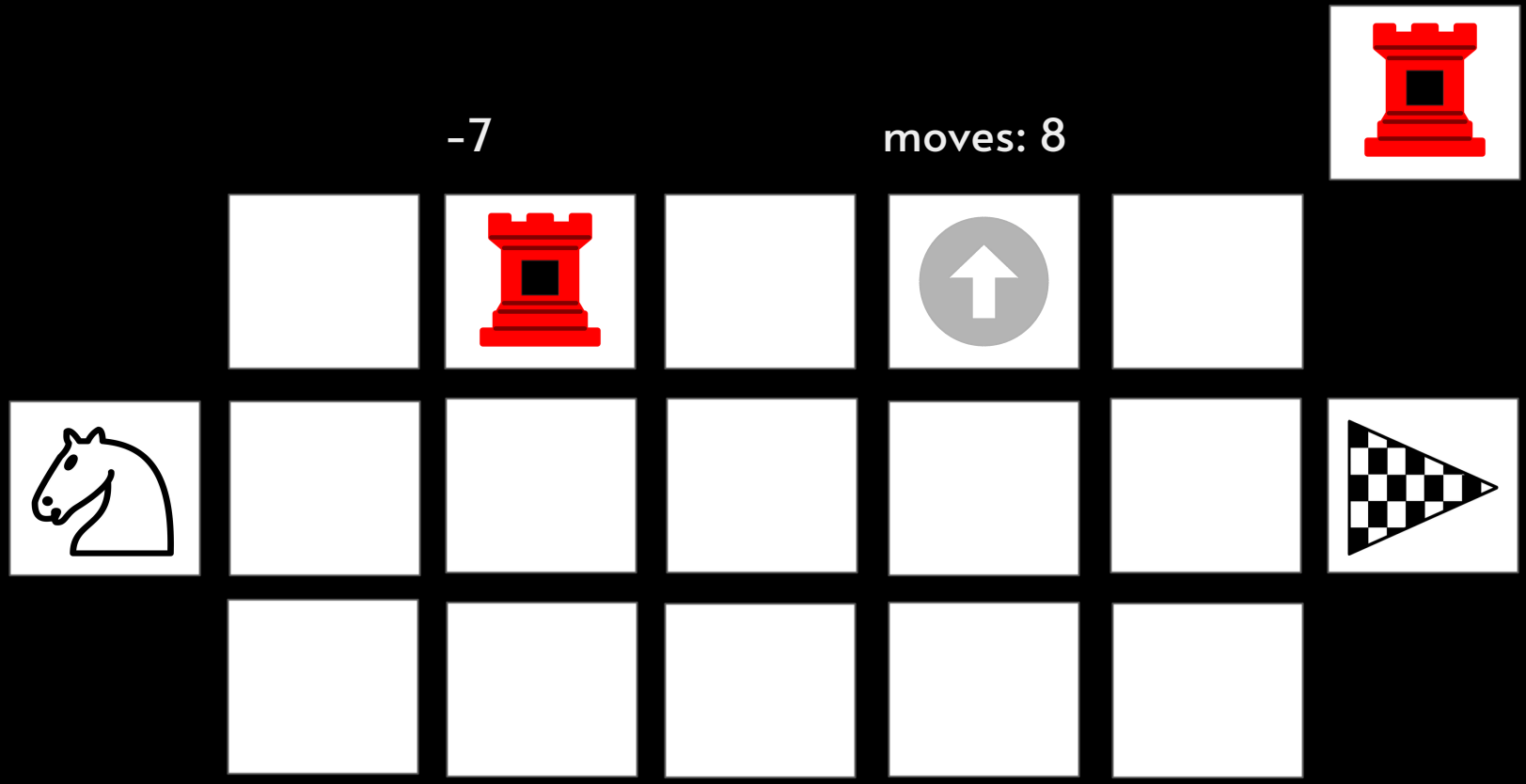
Rectagles Before Triangles

-6

moves: 5



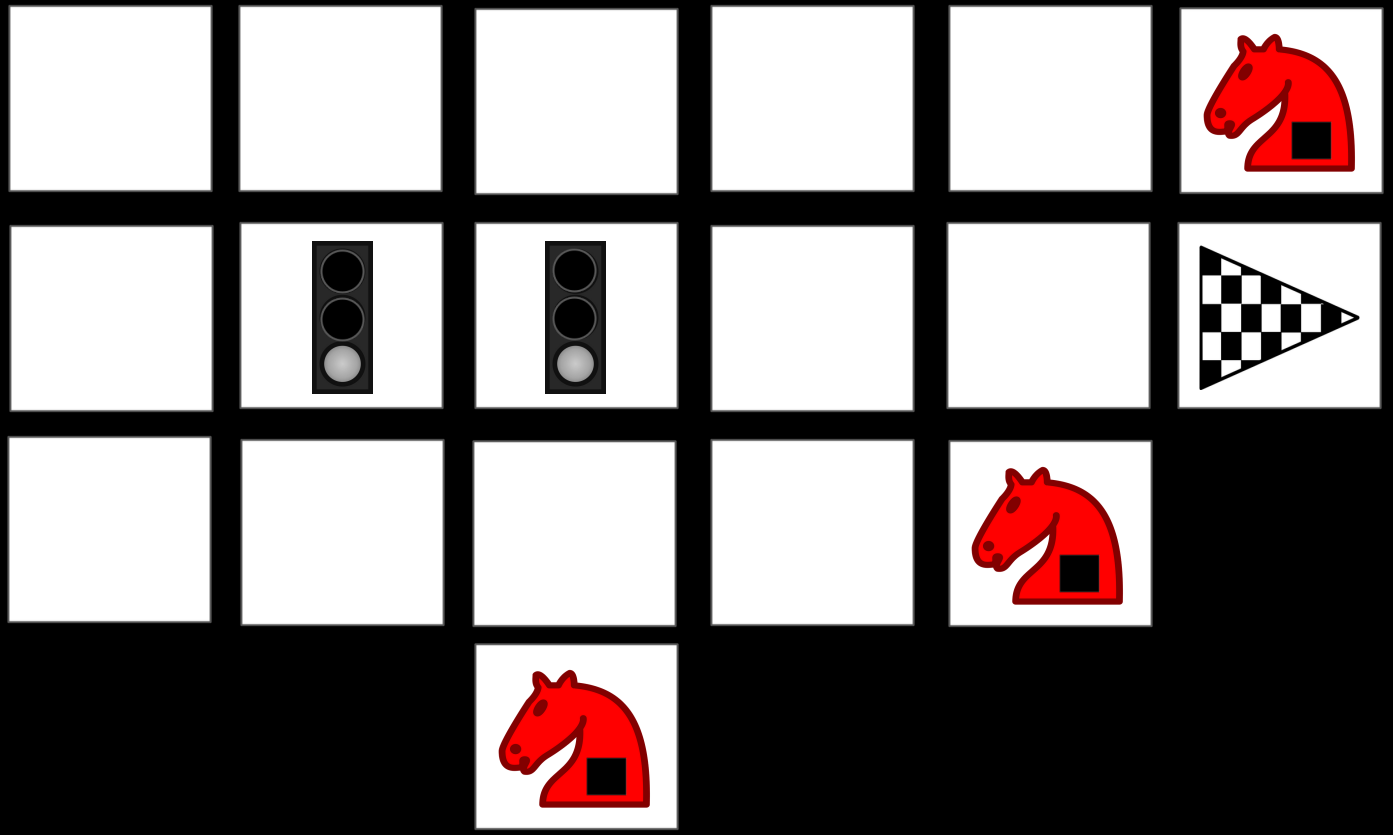
One Way Tile



Capturing

-8

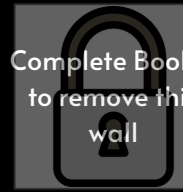
moves: 5

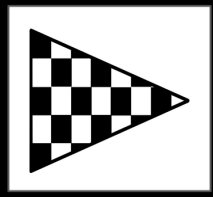


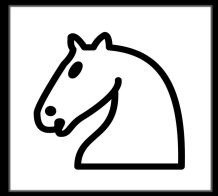
Delayed

B

moves: ind







Space Rupture

yeah this sucks ass
-knight

if you're gonna send me a wordle just get it over with

send noodles

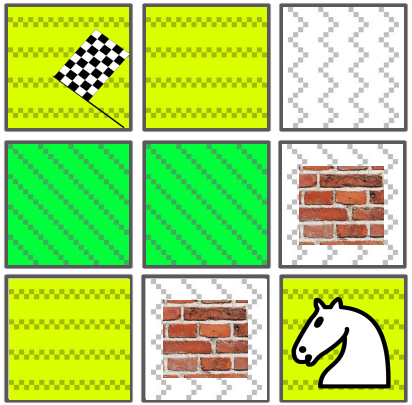
30 Increasingly Wordled Knight Puzzles

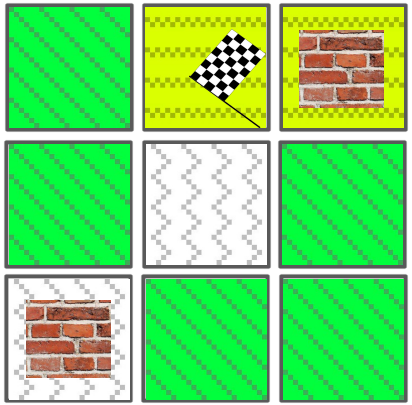
Mechanics need deducing.
Each puzzle only has one solution.
Solutions that don't change the knight moviment are the same.
If a color can show up, it will. If it doesn't, i forgot! (either got overridden or i dunno)
The texture on some letters is supposed to be helpful for colorblindness.
(don't try to infer meaning from most shapes - it's cursed, but not that cursed)

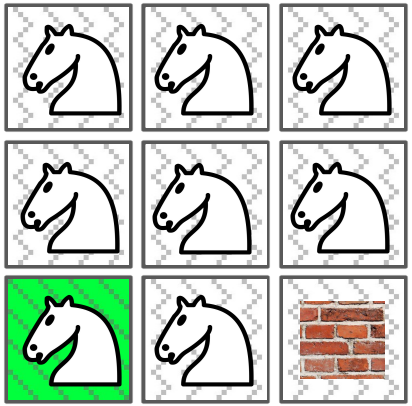
what
- steve

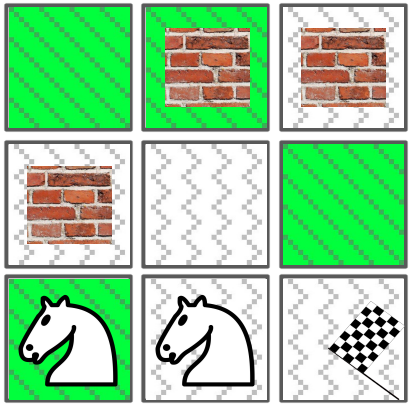
why do i see a brick at the top of the image
-the J

this is what happeds when a person has a lack of maidens on their life



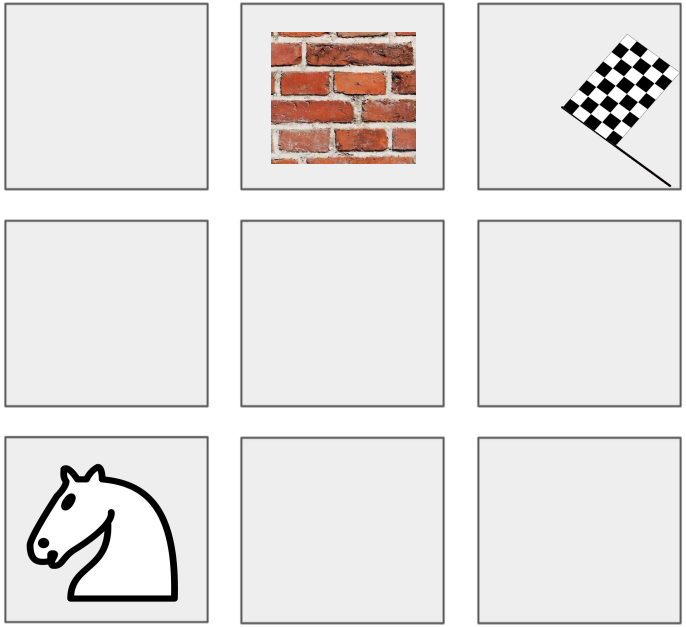




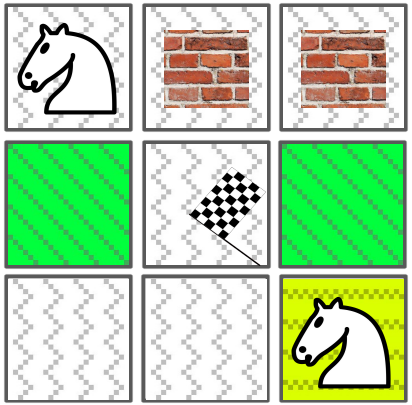


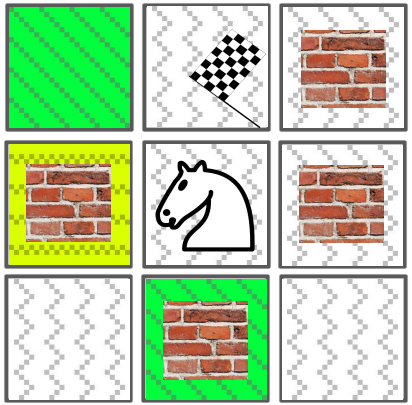
B I

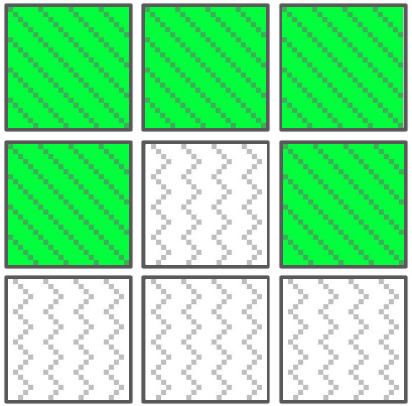
moves: 4

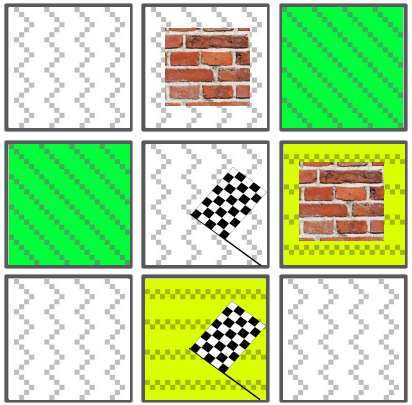


Training Grounds



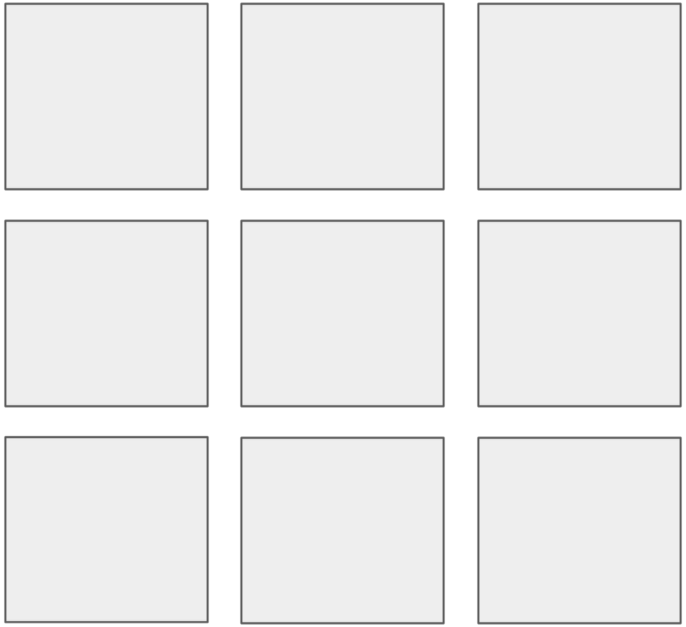






B 2

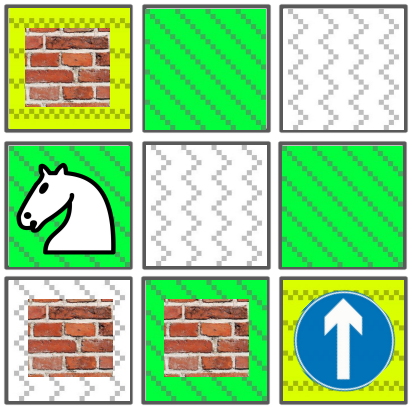
moves: 2

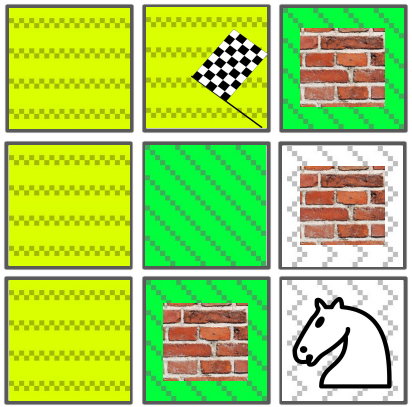


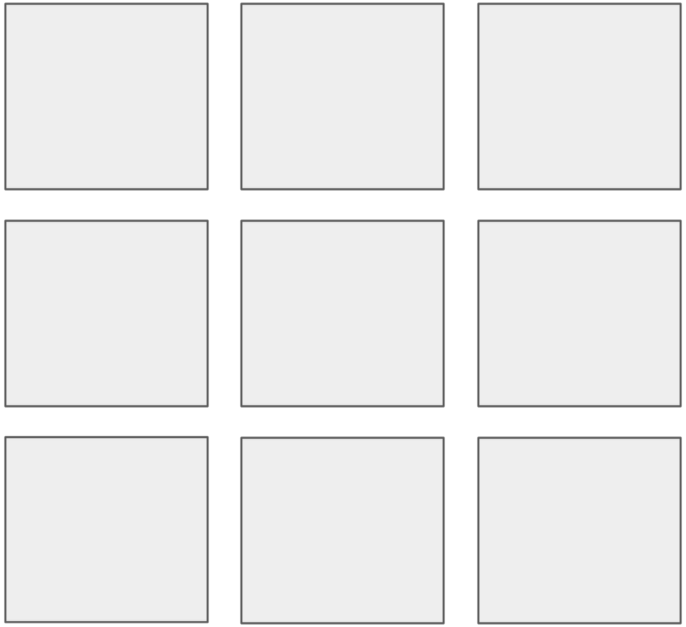
Fill It Up

B 3

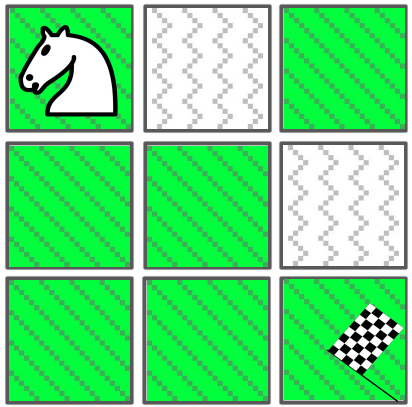
moves: 3





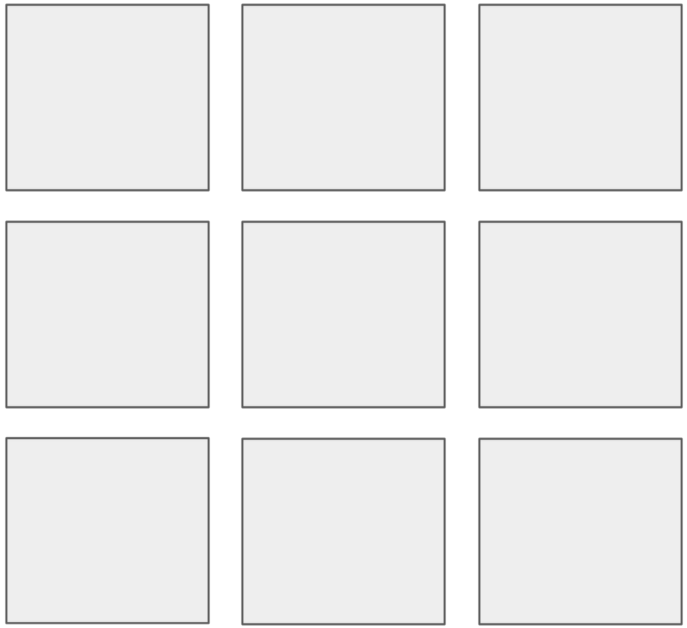


More With Less

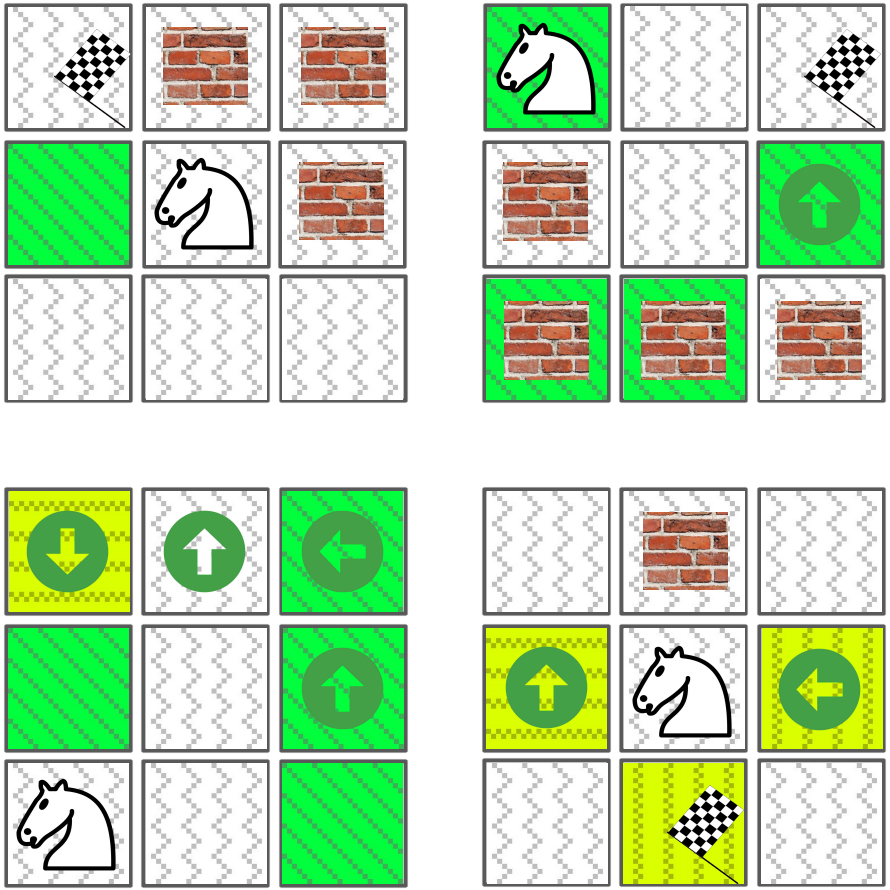


B 4

moves: 4

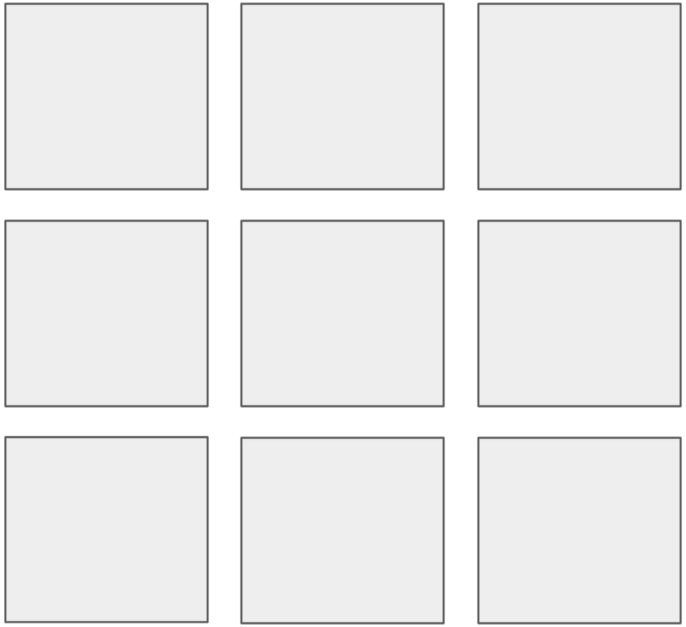


Implied



B 5

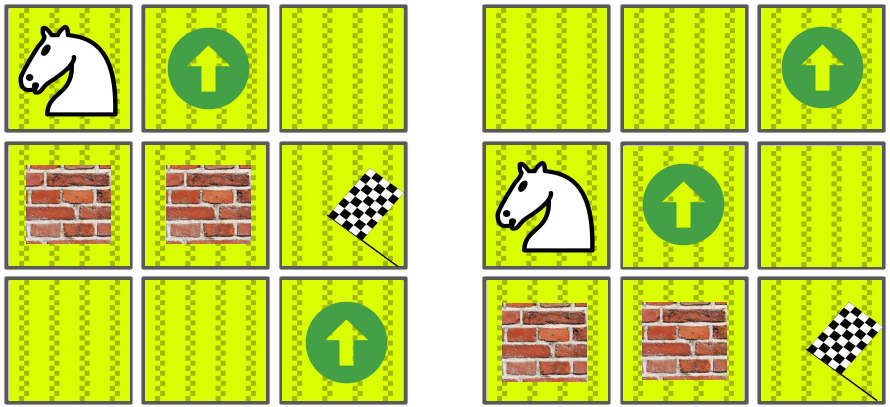
moves: 1



This Side Up

B 6

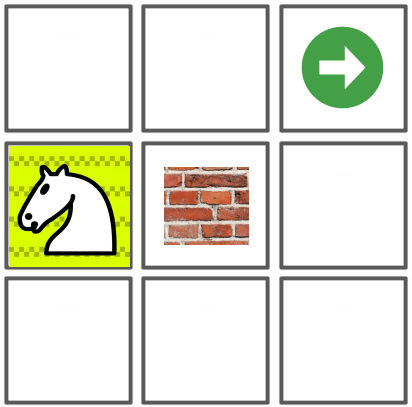
moves: 1

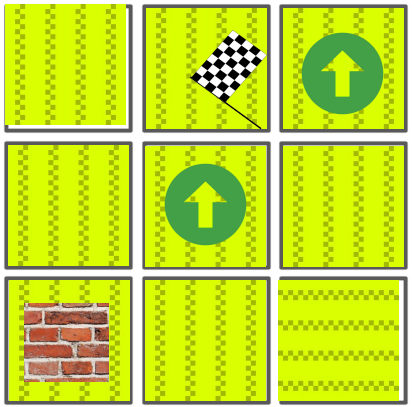


Yellow

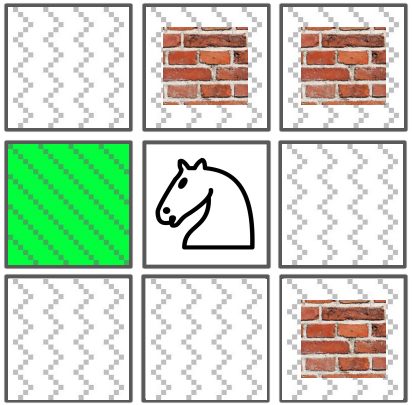
B 7

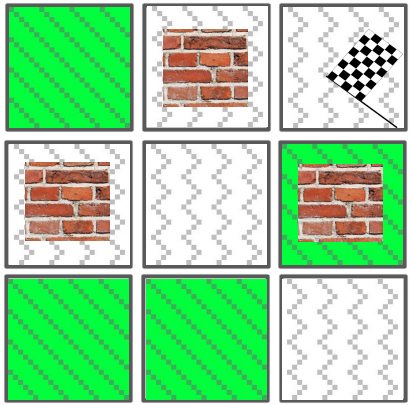
moves: 2

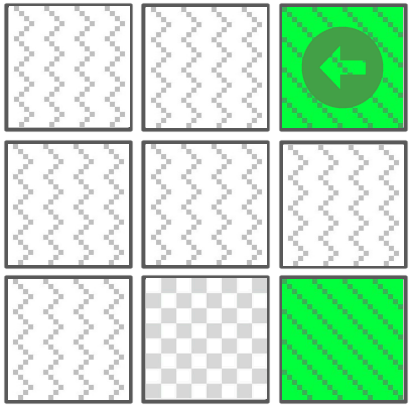


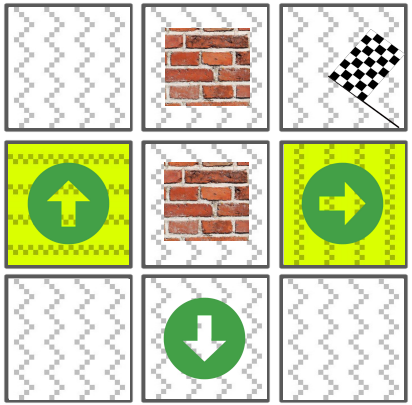


Blue









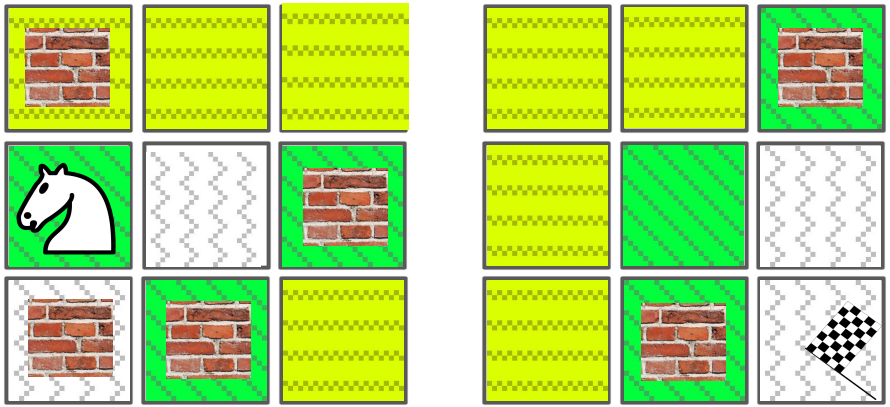
B 8

moves: 4

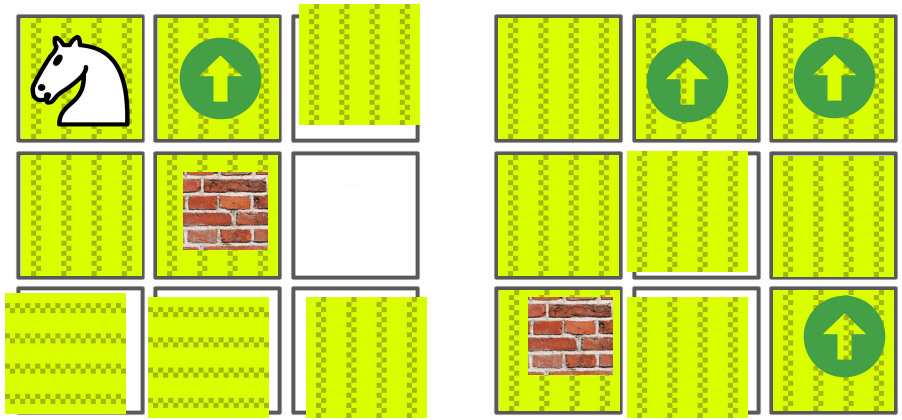
Click Here to Add Text

B 9

moves: 4

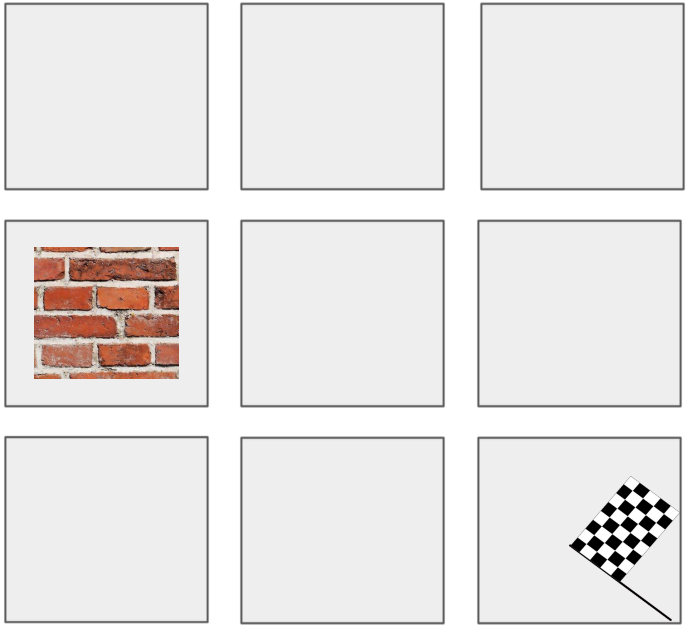


Replace KLater

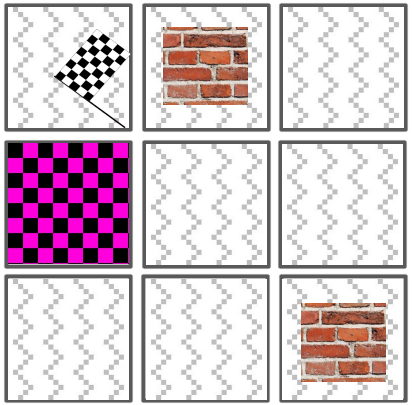


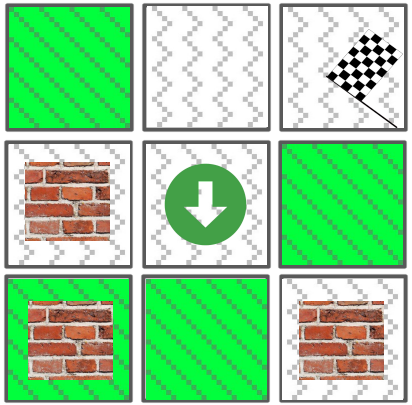
B null

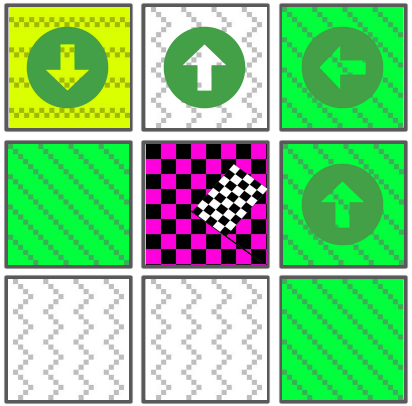
moves: 5

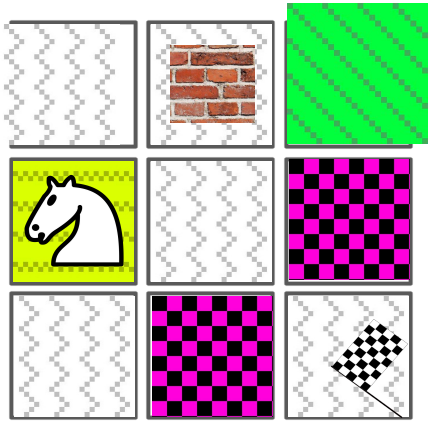


ellow





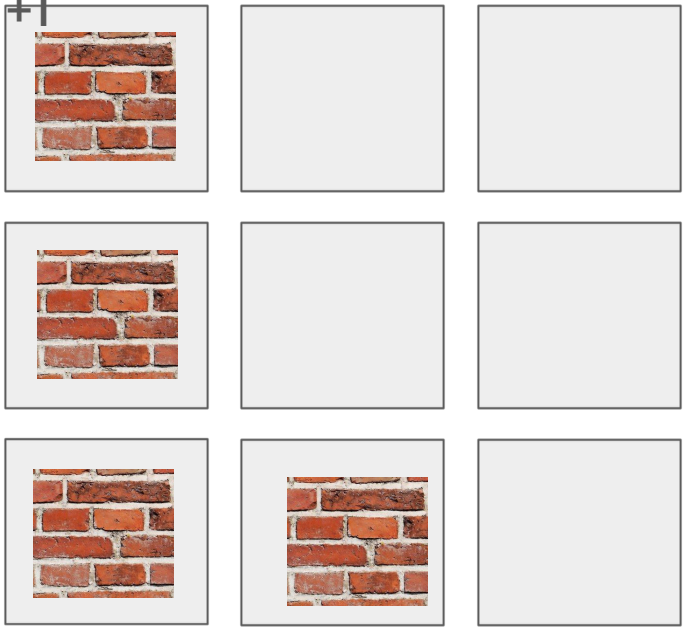




B null

moves: 4

+1



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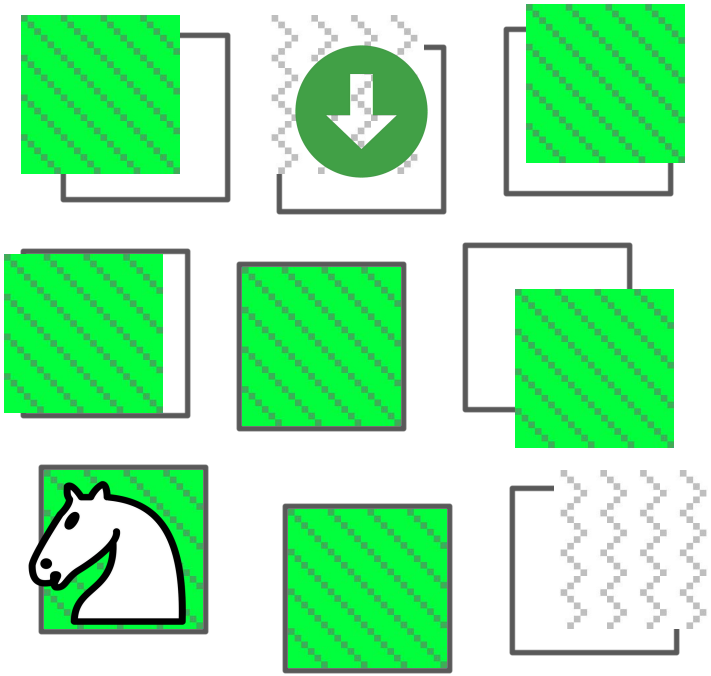
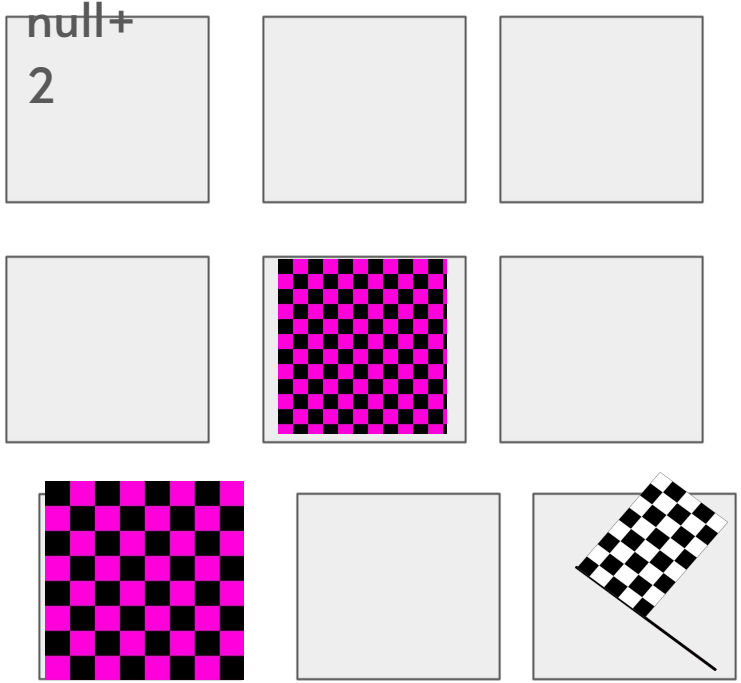


B

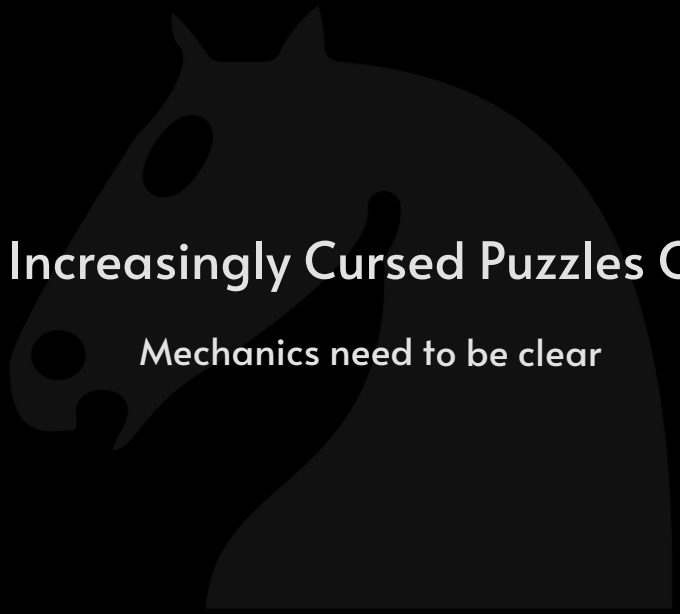
moves: three

null+

2



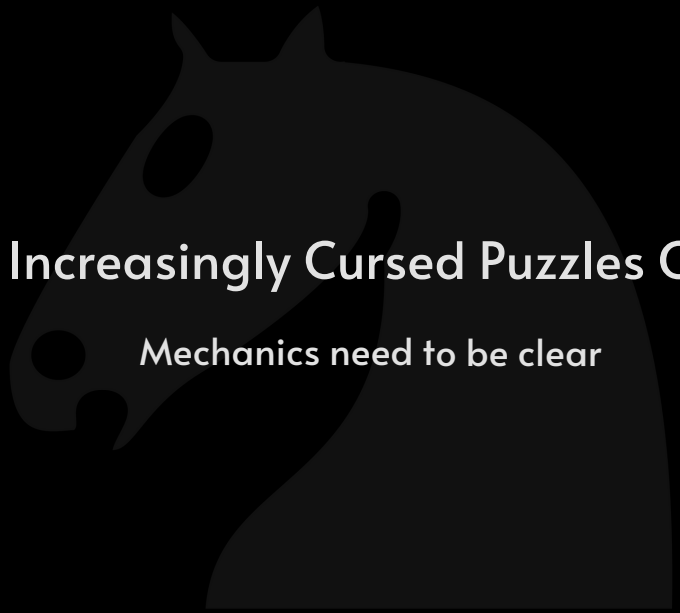
/interrupt program



Increasingly Cursed Puzzles Corp™

Mechanics need to be clear

LOG
IWKP_bookB has contradicting mechanics
IWKP_bookB_lvl12 interrupted
REMOVE MECHANICS?



Increasingly Cursed Puzzles Corp™

Mechanics need to be clear

/load ICKP_book_code
EXECUTING ICKP_book_code

META FREE!!

30 Increasingly Cursed Knight Puzzles Source Code

Mechanics need deducing.

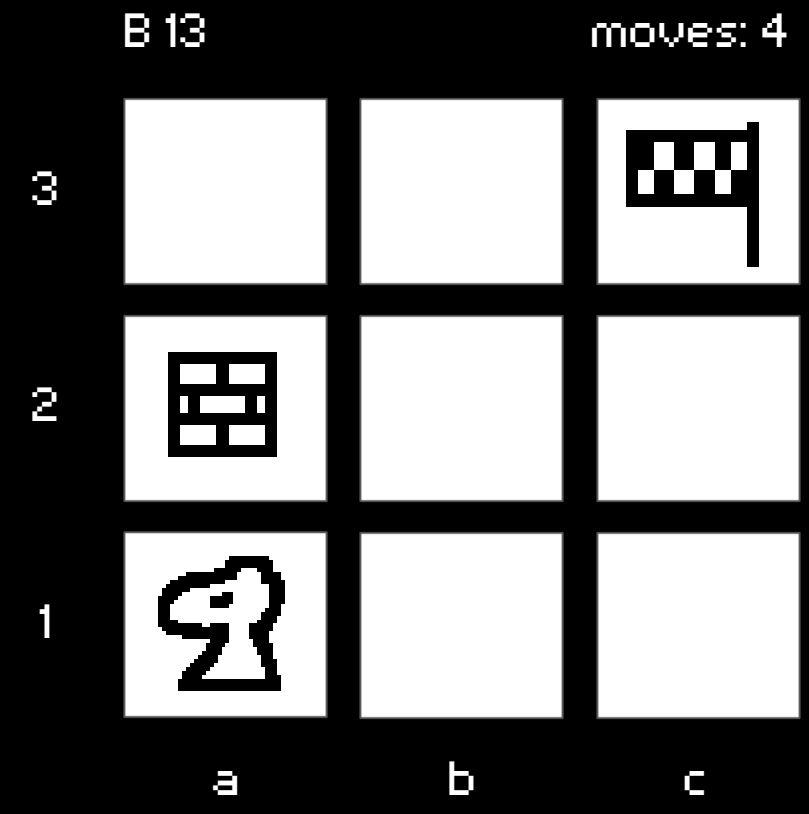
Each puzzle only has one solution.

Solutions that don't change the knight moviment are the same.

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {3 , c};
  char brick[ ] = {2 , a};
  knight on flag = win;
  brick interrupts knight;
} code end
```

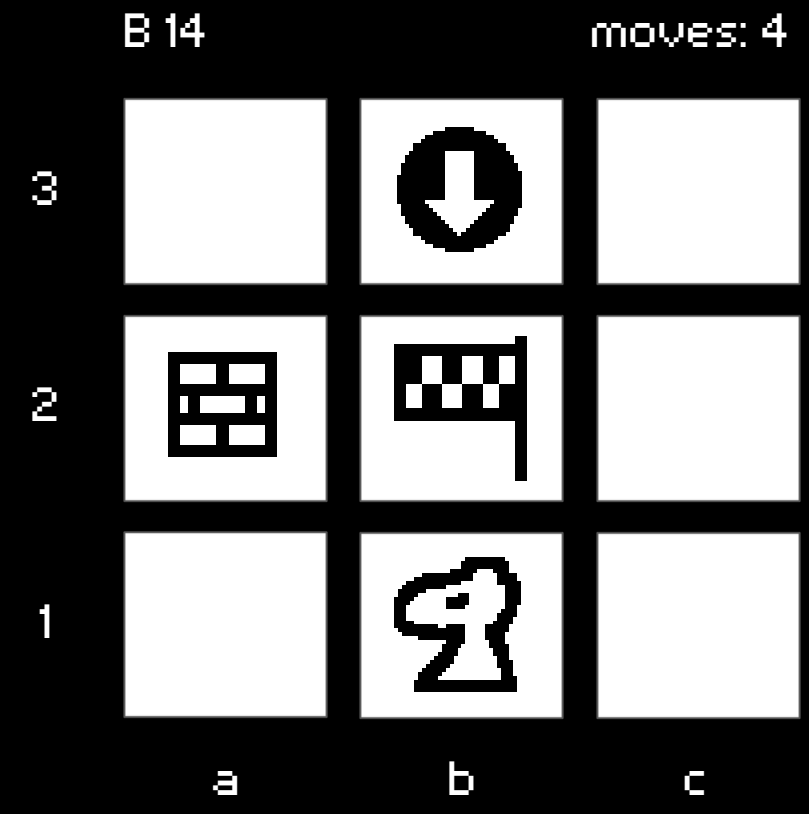


B13_title = "Coding"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , b};
  char flag[ ] = {2 , b};
  char brick[ ] = {2 , a};
  char down_arrow[ ] = {3 , b};
  knight on flag = win;
  brick interrupts knight;
  down_arrow = {x-1 , y};
} code end
```

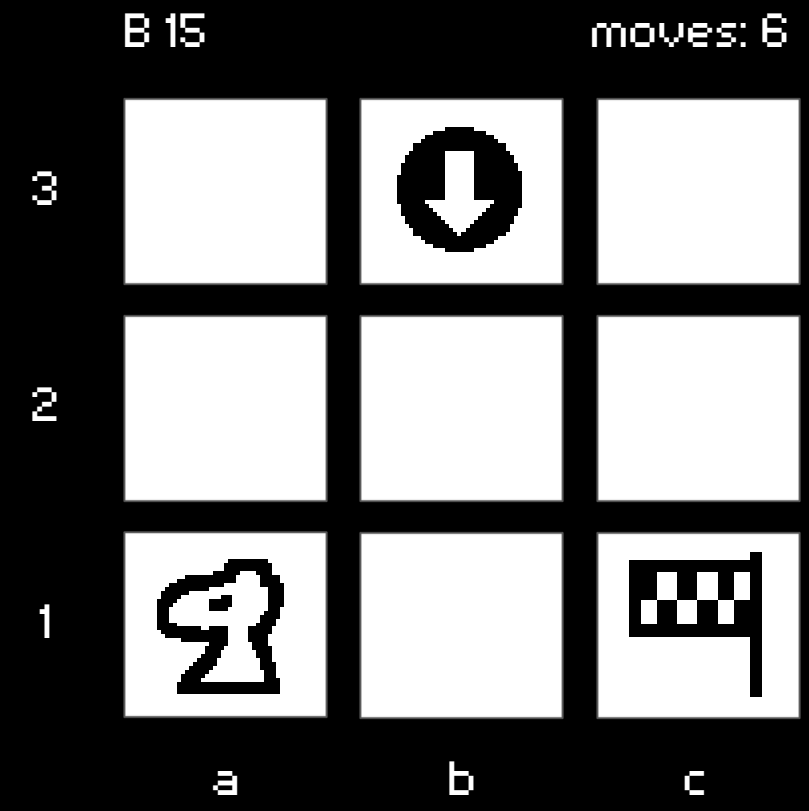


B14_title = "Scripting Mechanics"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {1 , c};
  char down_arrow[ ] = {3 , b};
  char knight2[ ] = {3 , d};
  knight on flag = win;
  down_arrow = {x-1 , y};
} code end
```

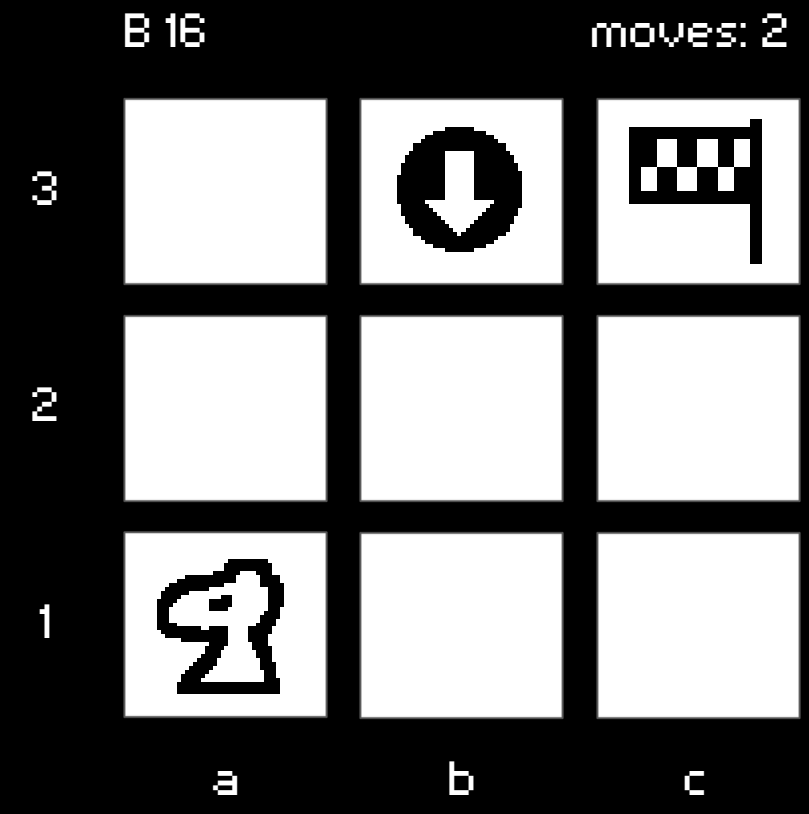


B15_title = "Invalid Coordinates"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {3 , c};
  char down_arrow[ ] = {3 , b};
  knight on flag = win;
  down_arrow = {x-2 , y};
} code end
```

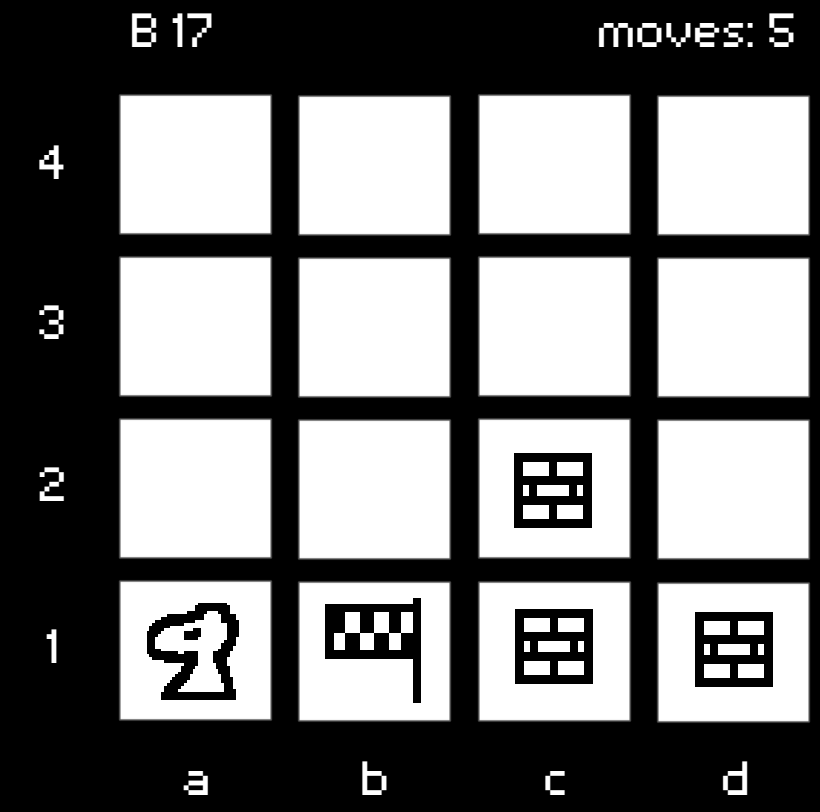


B16_title = "Kool Changable Arrow"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {1 , b};
  char brick[ ] = {1 , c} {1 , d} {2 , c};
  knight on flag = win;
  brick interrupts knight;
} code end
```

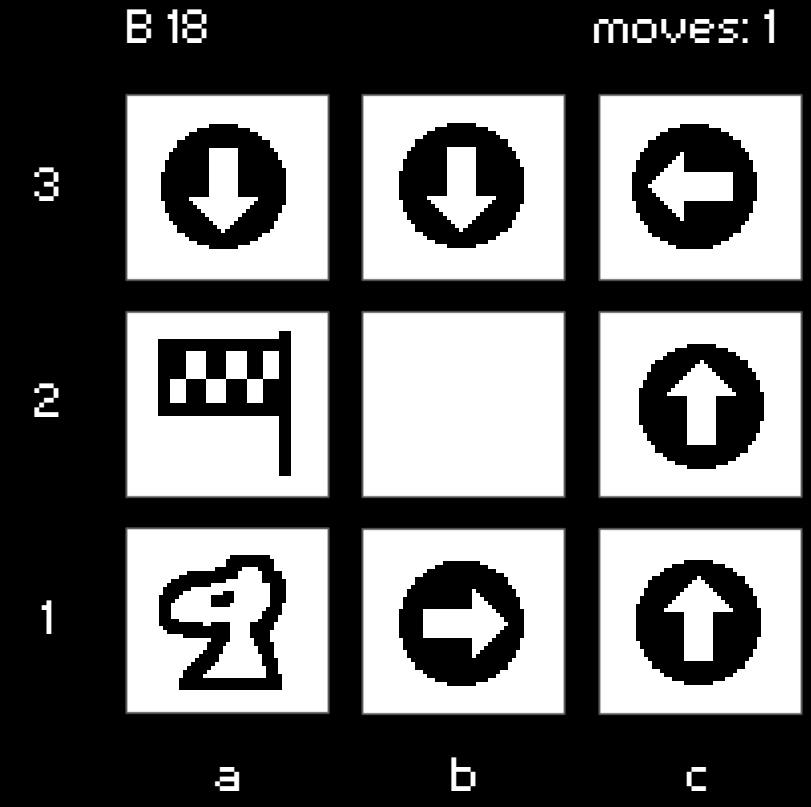


B17_title = "Four by Four"

ICPC™

Mechanics need to be clear

```
code start {
 char knight[ ] = {1 , a};
 char flag[ ] = {2 , a};
 char down_arrow[ ] = {3 , a} {3 , b};
 char left_arrow[ ] = {3 , c};
 char up_arrow[ ] = {2 , c} {1 , c};
 char right_arrow[ ] = {1 , b};
 knight on flag = win;
 down_arrow = {x-1 , y};
 left_arrow = {x , y-2};
 up_arrow = {x+1 , y};
 right_arrow = {x , y+1};
} code end
```

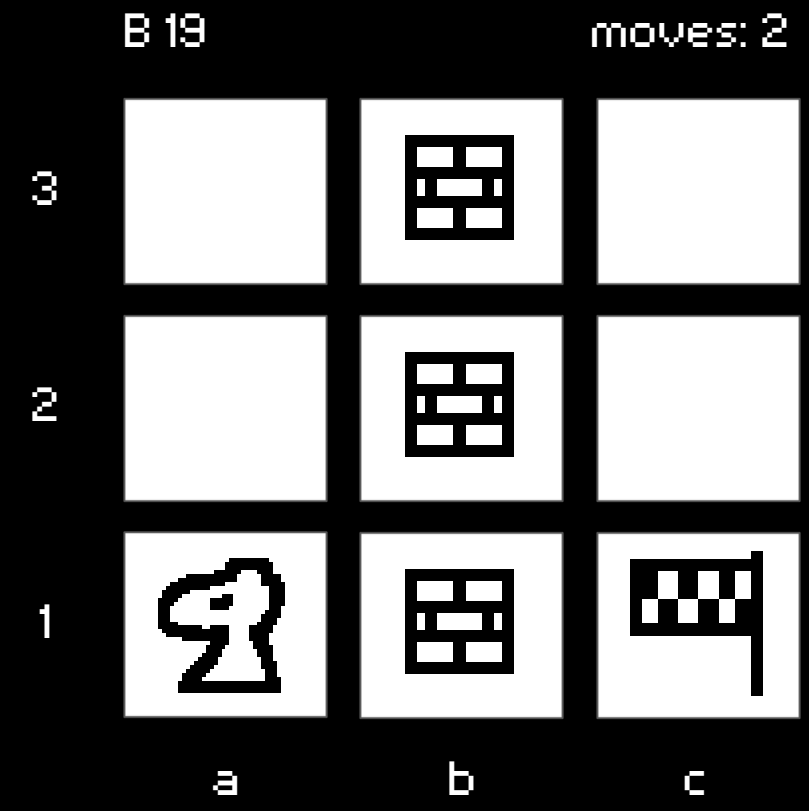


B18_title = "2many arrow 4me"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {1 , c};
  char brick[ ] = {1 , b} {2 , b} {3 , b};
  knight on flag = win;
  if (knight on brick){
  knight overwrites brick;}
  else{brick interrupts knight;}
} code end
```

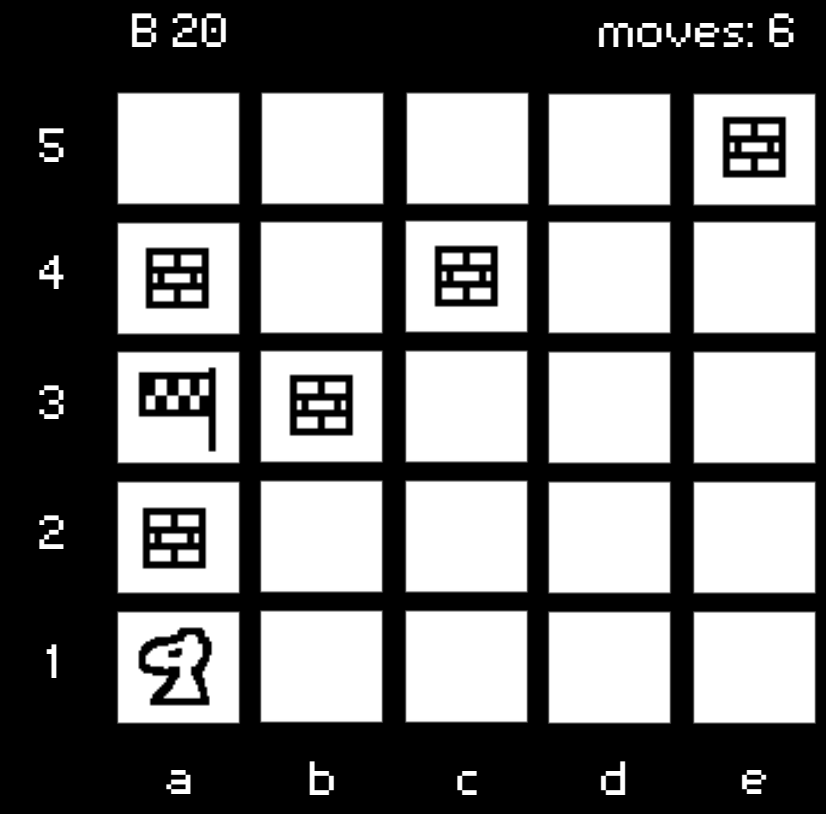


B19_title = "Break Wall"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {3 , a};
  char brick[ ] = {2 , a} {3 , b} {4 , a} {4 , c};
  char brick2[ ] = {5 , e};
  knight on flag = win;
  if (knight on brick2){
  brick self destructs}
  brick interrupts knight;
} code end
```

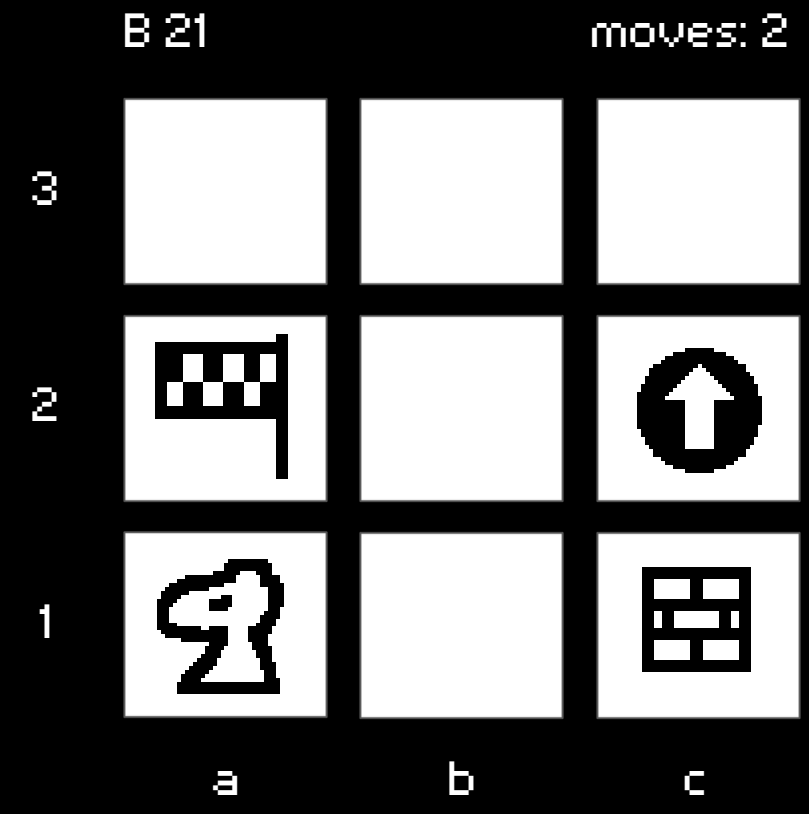


B20_title = "Different Objects"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {2 , a};
  char brick[ ] = {1 , c};
  char up_arrow[ ] = {2 , c};
  knight on flag = win;
  up_arrow = { x+[blank] , y};
  brick [blank] knight;
} code end
```

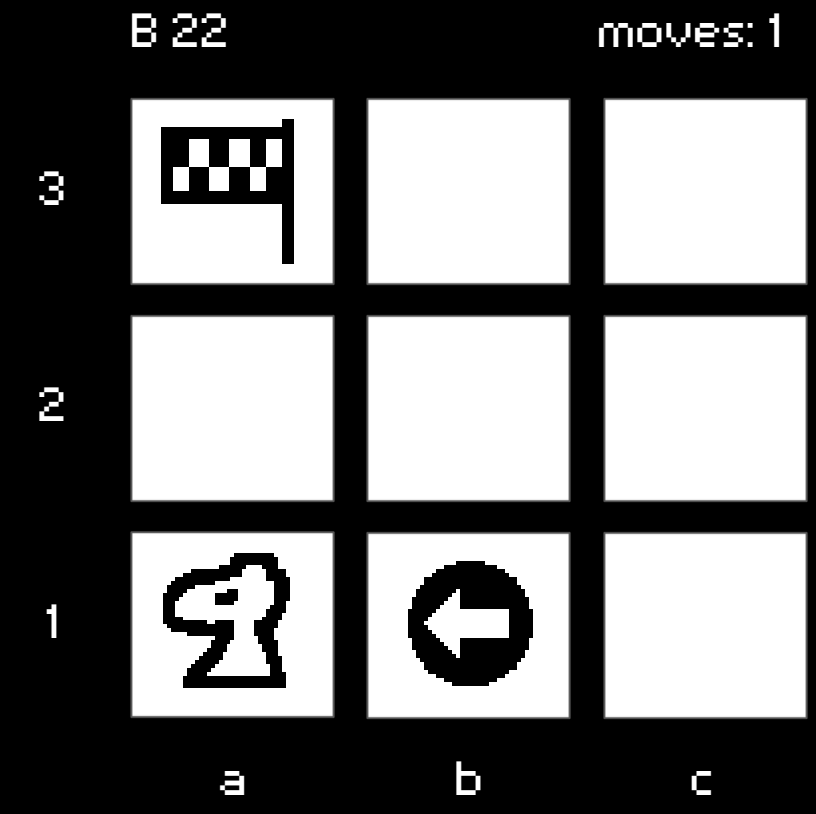


B21_title = "Missing Code"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {3 , a};
  char flag[ ] = {1 , a};
  char left_arrow[ ] = {1 , b};
  knight on flag = win;
  left_arrow = {x , y-1};
} code end
```

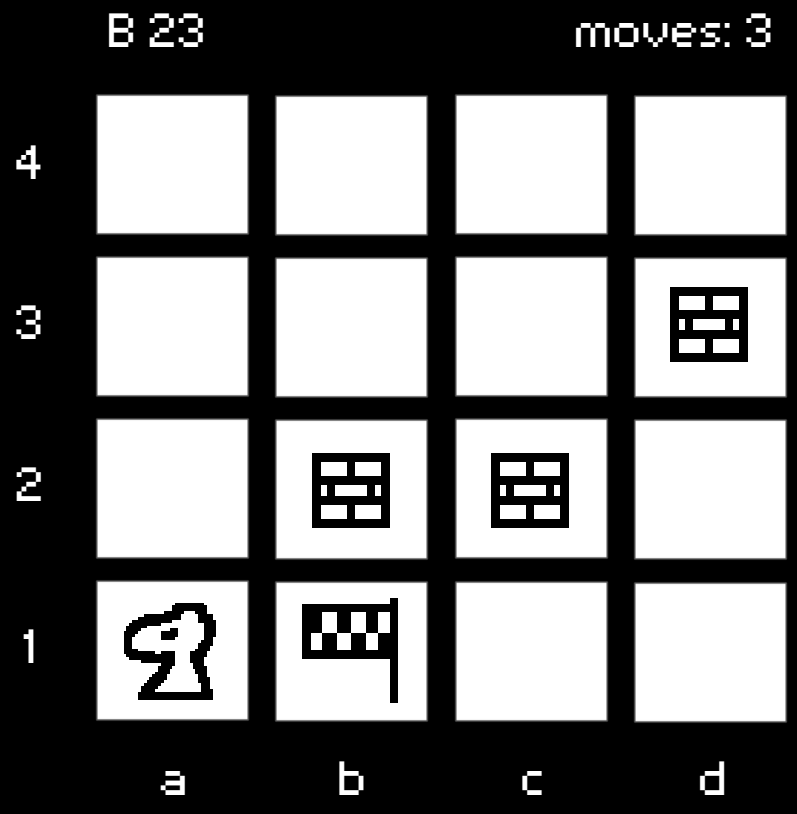


B22_title = "Double Check"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {2 , c};
  char brick[ ] = {1 , b} {2 , b} {3 , d};
  knight on flag = win;
  brick interrupts knight;
} code end
```

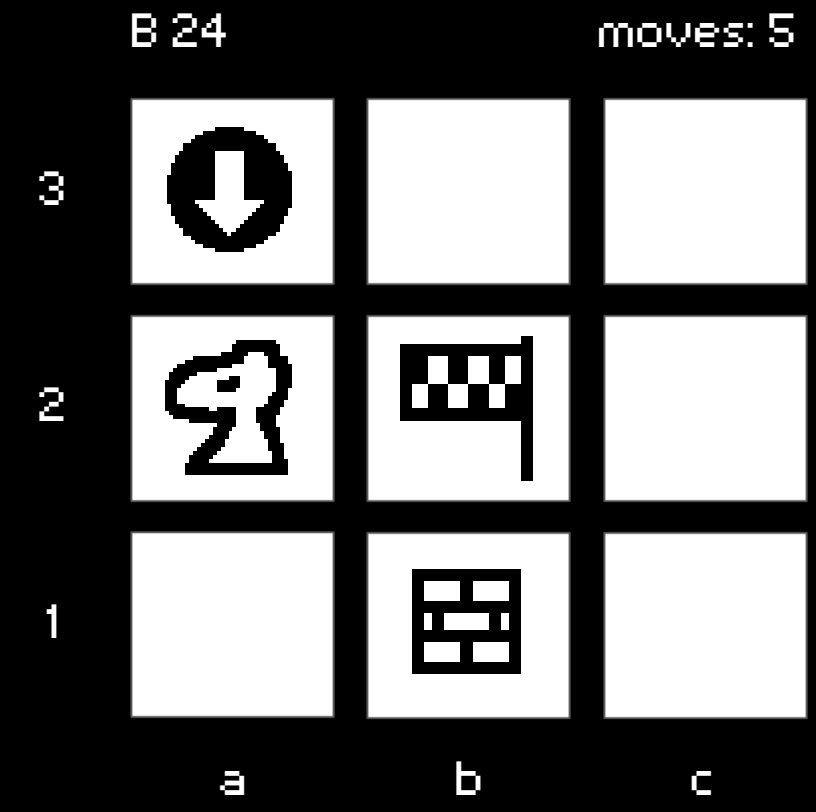


B23_title = "Four by Four 2"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {2 , a};
  char flag[ ] = {2 , b};
  char brick[ ] = {1 , b};
  char down_arrow[ ] = {3 , a};
  knight on down_arrow = win;
  brick interrupts knight;
} code end
```

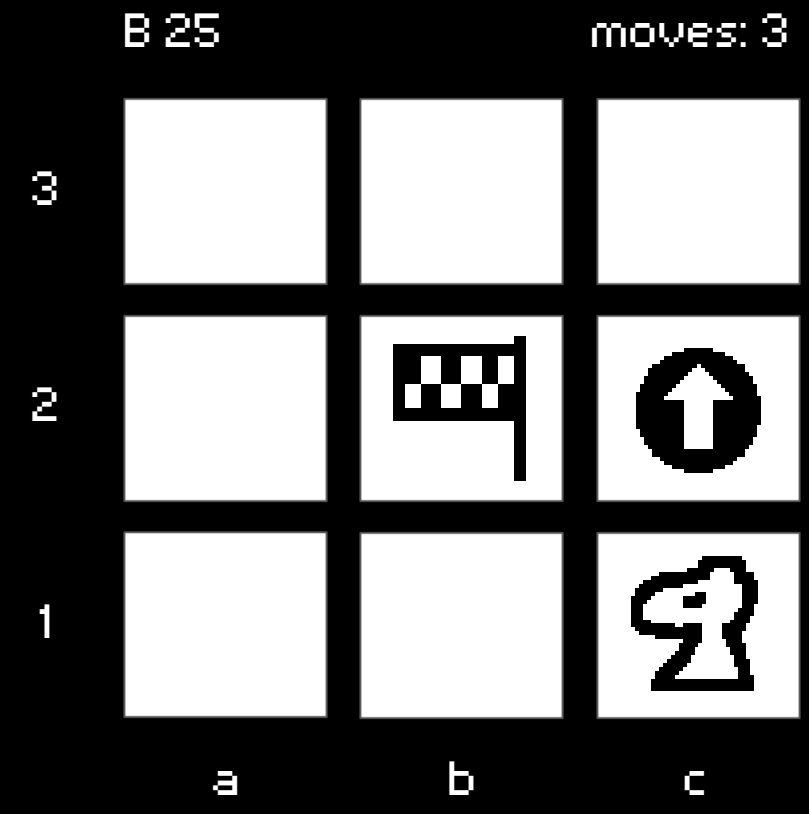


B24_title = "Goal Shift"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , c};
  char flag[ ] = {2 , b};
  char up_arrow[ ] = {2 , c};
  knight on flag = win;
  up_arrow = {2 , b};
} code end
```

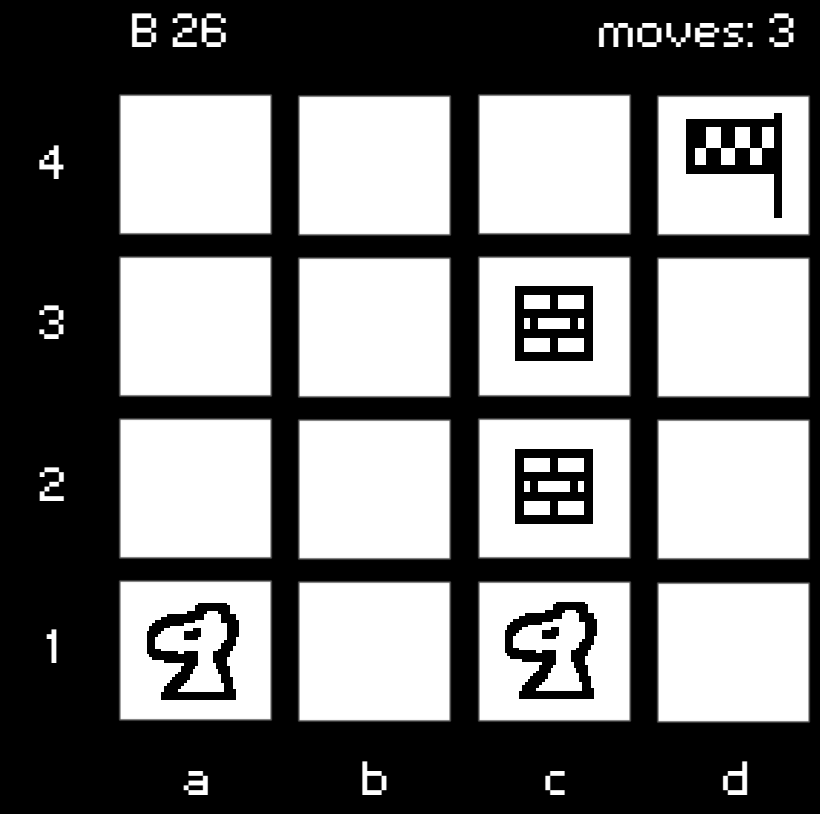


B25_title = "me when arrow lies >:[[[["

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a} {1 , c};
  char flag[ ] = {4 , d};
  char brick[ ] = {2 , c} {3 , c};
  knight on flag = win;
  brick interrupts knight;
  knight overwrites knight;
} code end
```

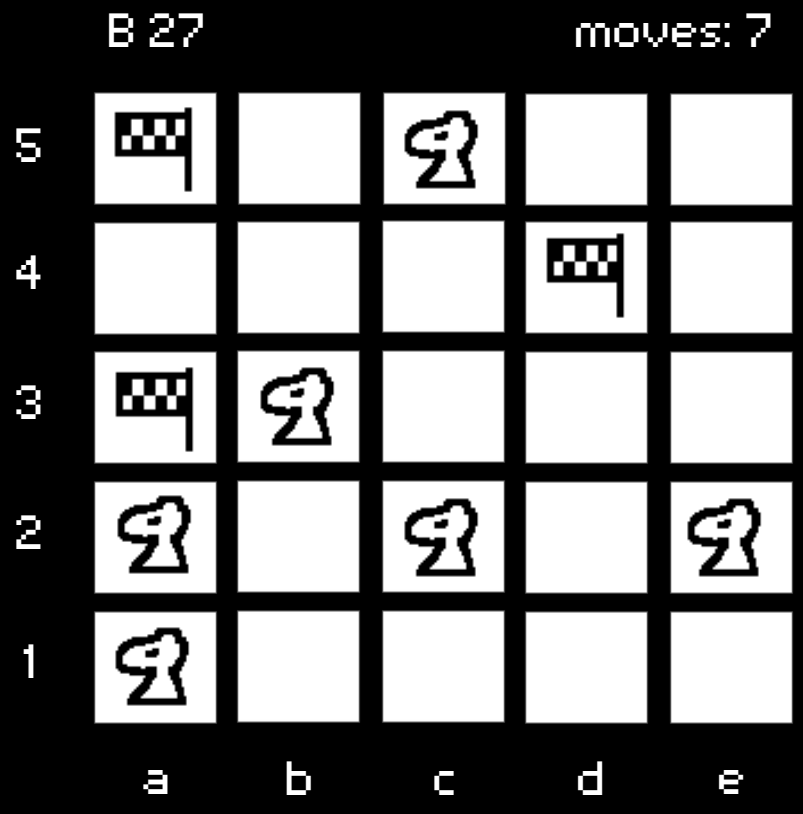


B26_title = "Winners Only"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a} {2 , a} {3 , b}
  {2 , c} {5 , c} {2 , e};
  char flag[ ] = {3 , a} {5 , a} {4 , d};
  knight on flag = win;
  knight overvvrites knight;
} code end
```



B27_title = "50% Off"

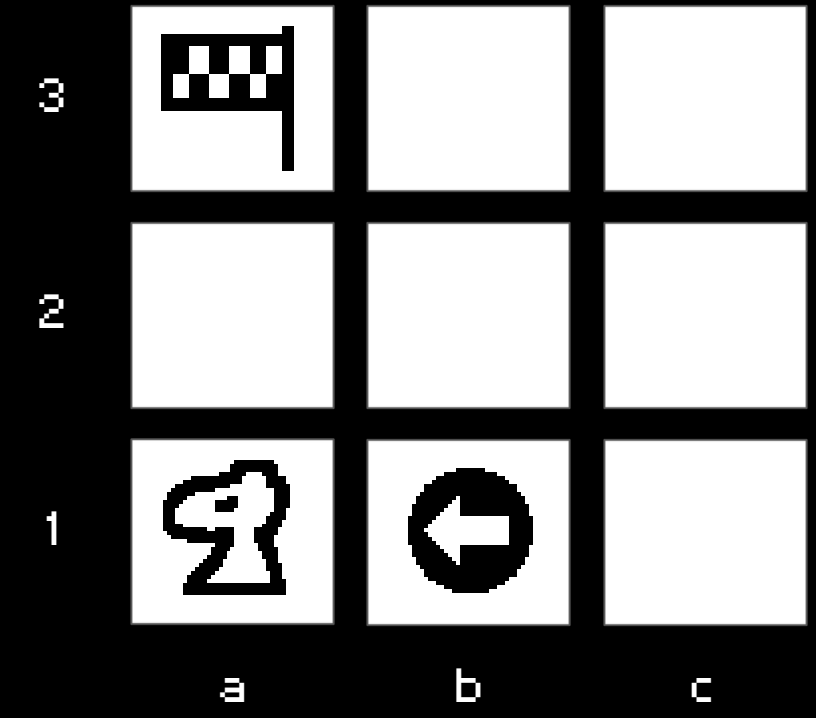
ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {3 , a};
  char left_arrow[ ] = {1 , b};
  knight without left_arrow = win;
  knight overwrites left_arrow;
  flag overwrites knight;
} code end
```

B 28

moves: 5

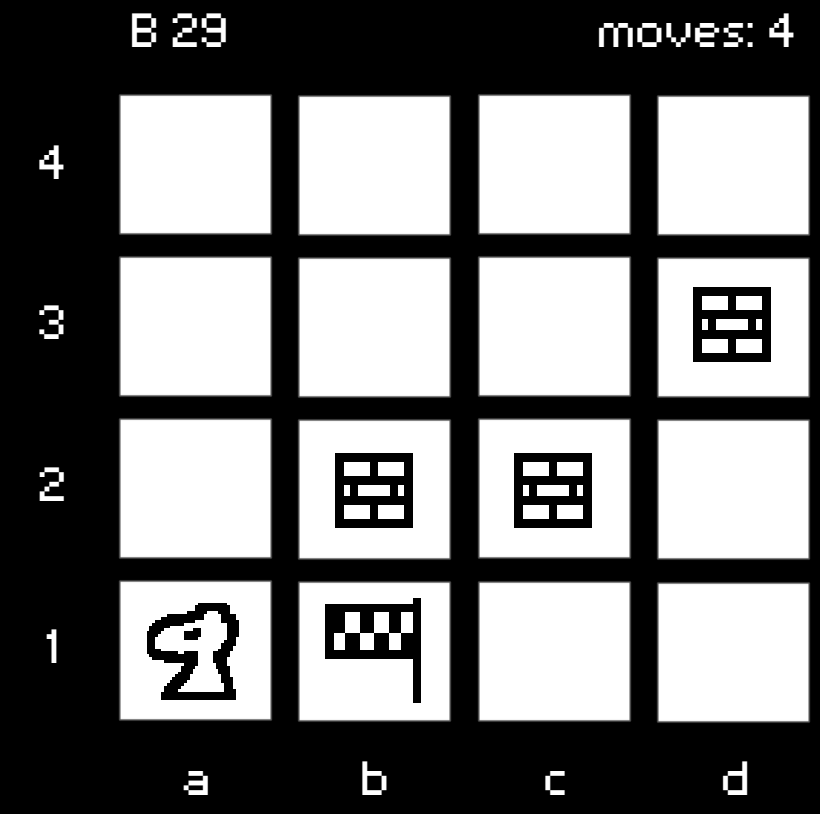


B28_title = "STOP WITH THE ARROWS"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a};
  char flag[ ] = {1 , b};
  char brick[ ] = {2 , b} {2 , b} {3 , d};
  level without brick = win;
  knight overwrites brick;
} code end
```

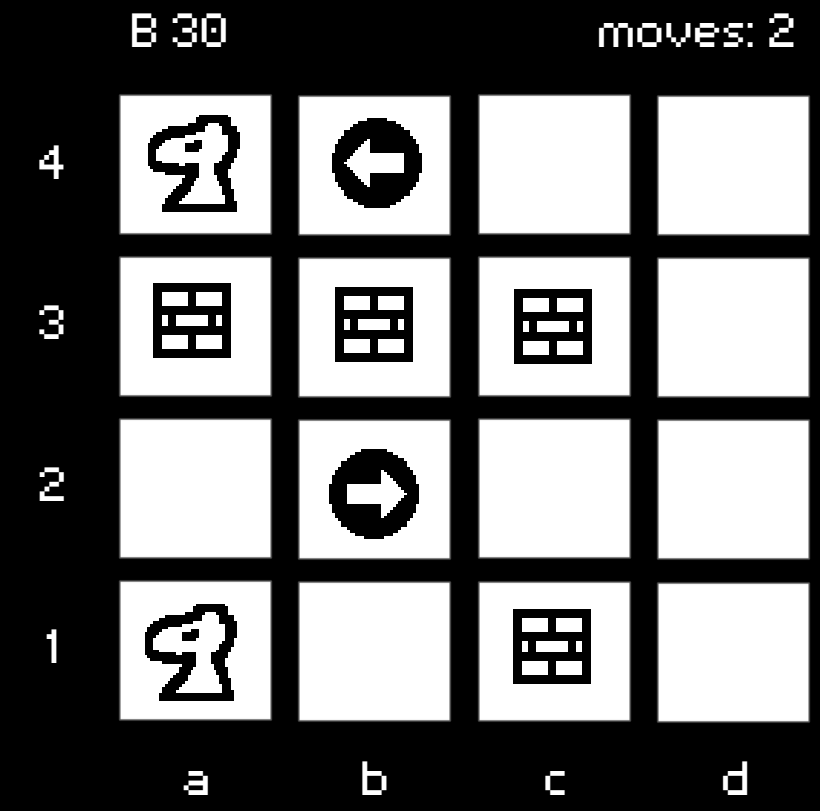


B29_title = "Mining"

ICPC™

Mechanics need to be clear

```
code start {
  char knight[ ] = {1 , a} {4 , a};
  char brick[ ] = {3 , a} {3 , b} {1 , c};
  char right_arrow[ ] = {2 , b};
  knight on unmoved knight = win;
  brick overwrites knight;
} code end
```

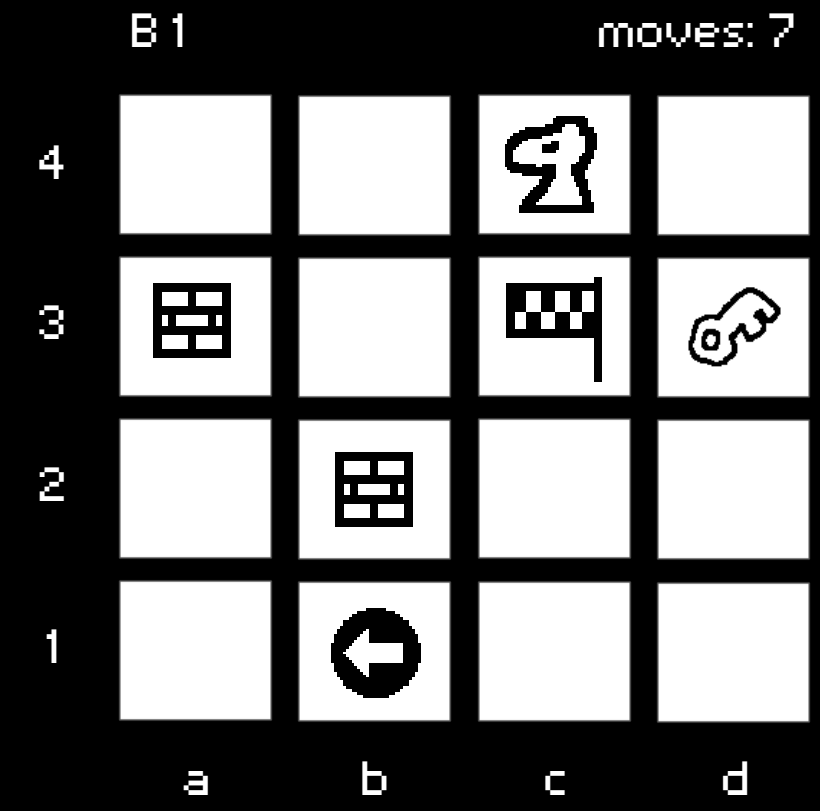


B30_title = "Unafected"

ICPC™

Mechanics need to be clear

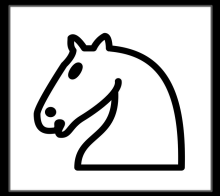
```
code start {
  char knight[ ] = {4, c};
  char flag[ ] = {3 , c};
  char brick[ ] = {3 , a} {2 , b};
  char left_arrow[ ] = {1 , b};
  char key[ ] = {3 , d};
  knight on [blank] with key = win;
  brick [blank] knight;
} code end
```

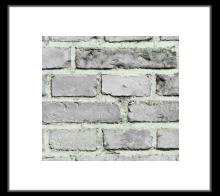


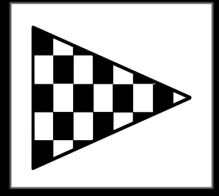
B1_title = "B1_title not defined"

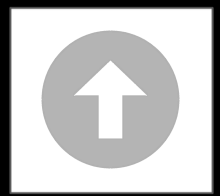
B

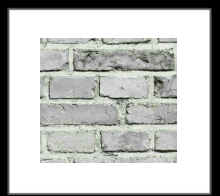
moves: 5







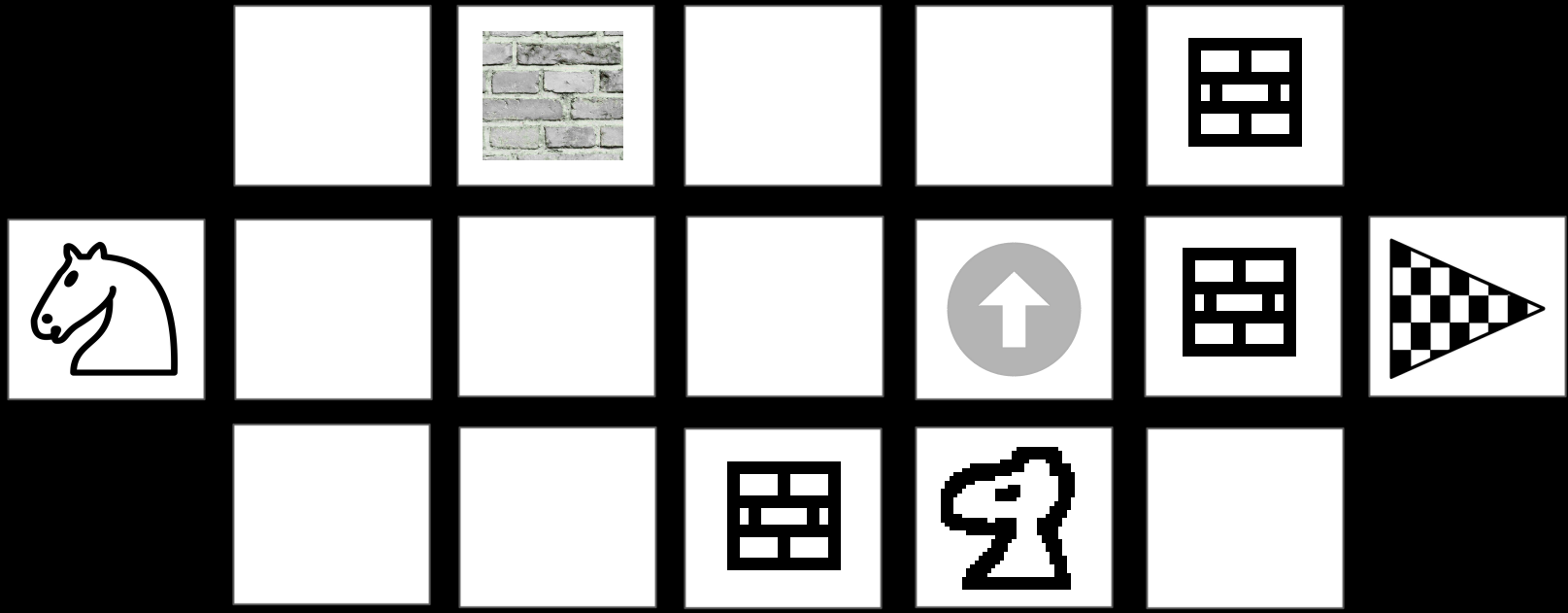




Space Rupture

-9

moves: 3

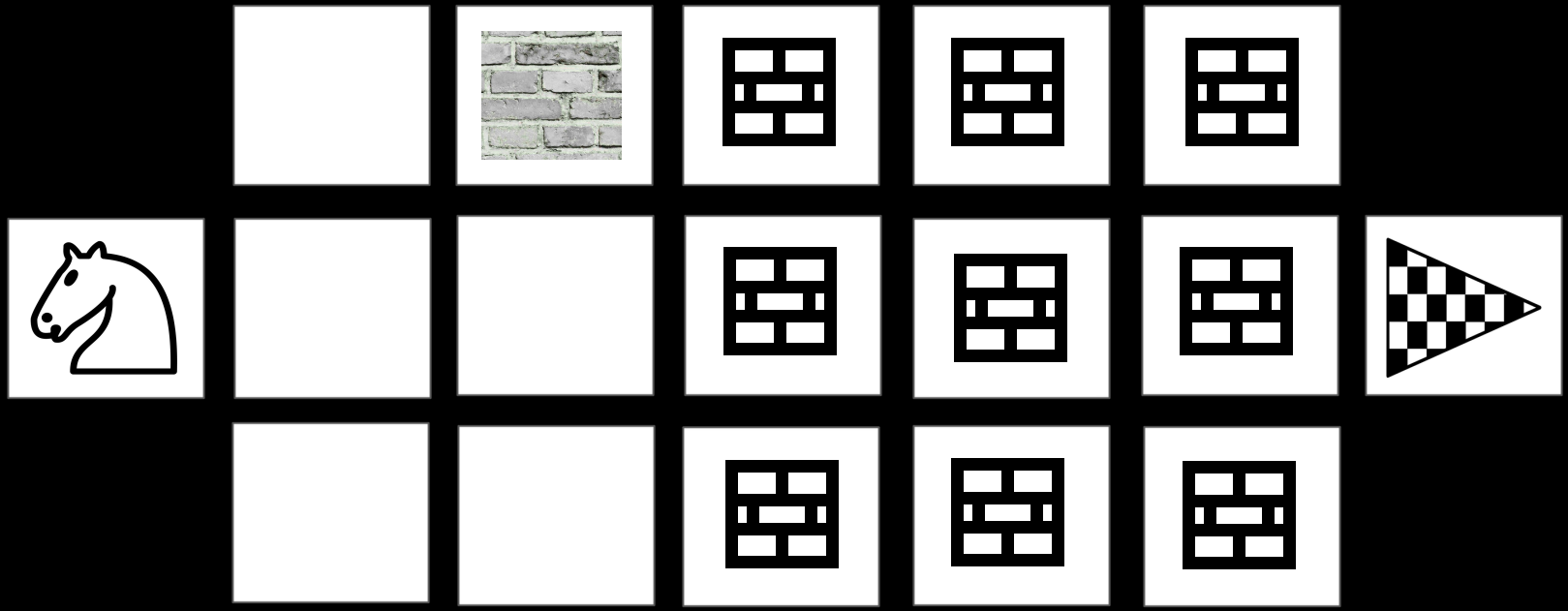


```
code start {
 brick overwrites knight;
 arrow_up = (x+1, y);
} code end
```

Unneeded Code

-10

moves: 4

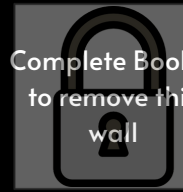


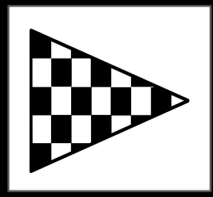
```
code start {
  //i give up
  level = C;
} code end
```

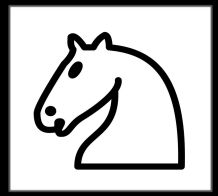
Pixel Wall

C

moves: ind







Space Rupture

man i love numbers
-me

if you're gonna send me a sudoku just get it over with

send
frogs

20 Increasingly Cursed Sudoku Puzzles

Mechanics need deducing.

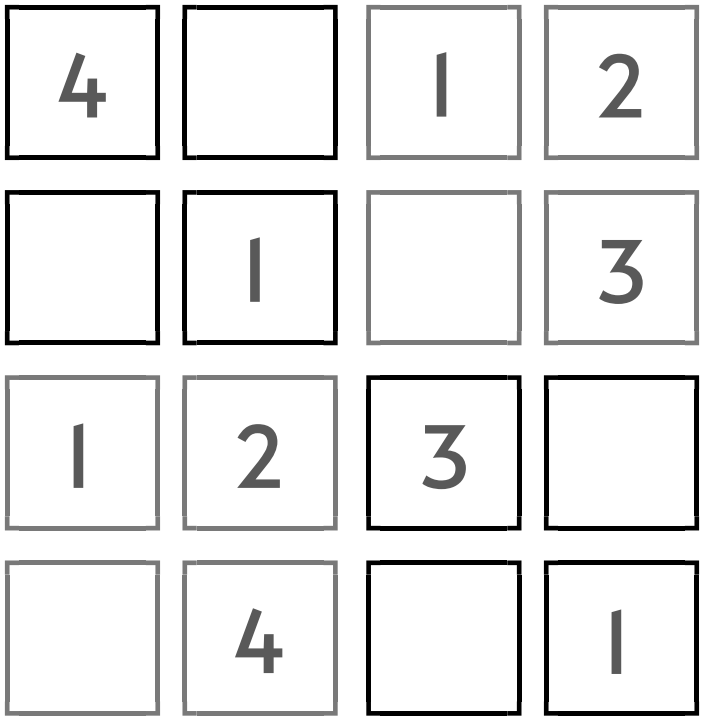
Each puzzle only has one solution

how to make something confusing even more confusing

what
- someone in india

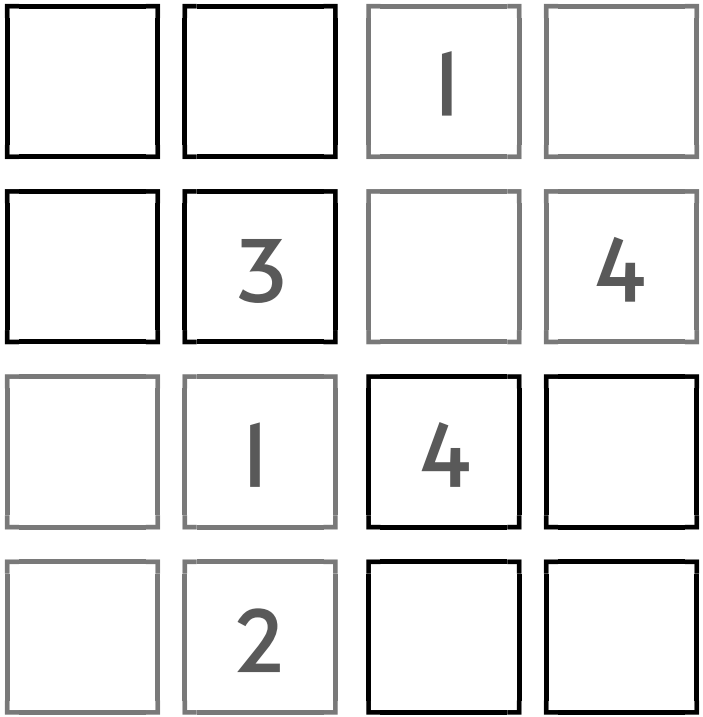
this is what happeds when a person has a lack of maidens on their life

C 1



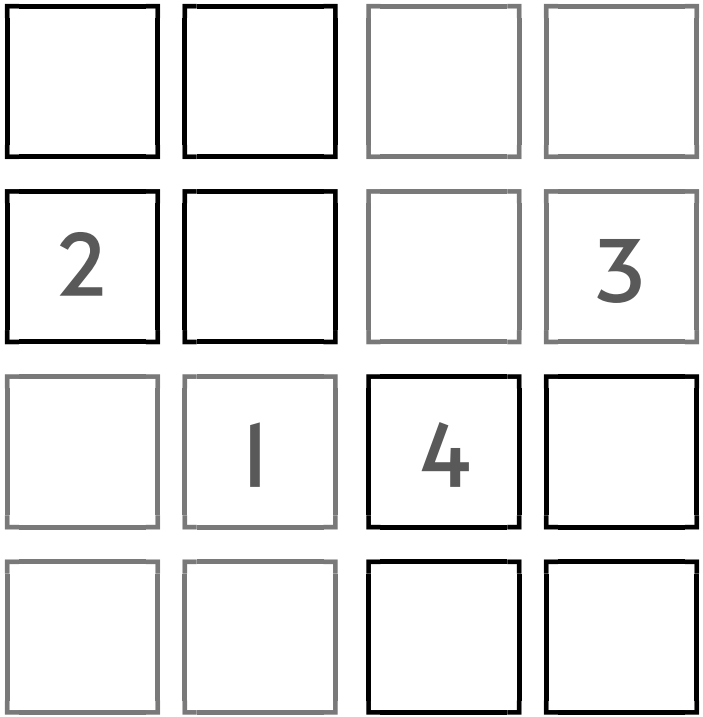
Basics

C 2



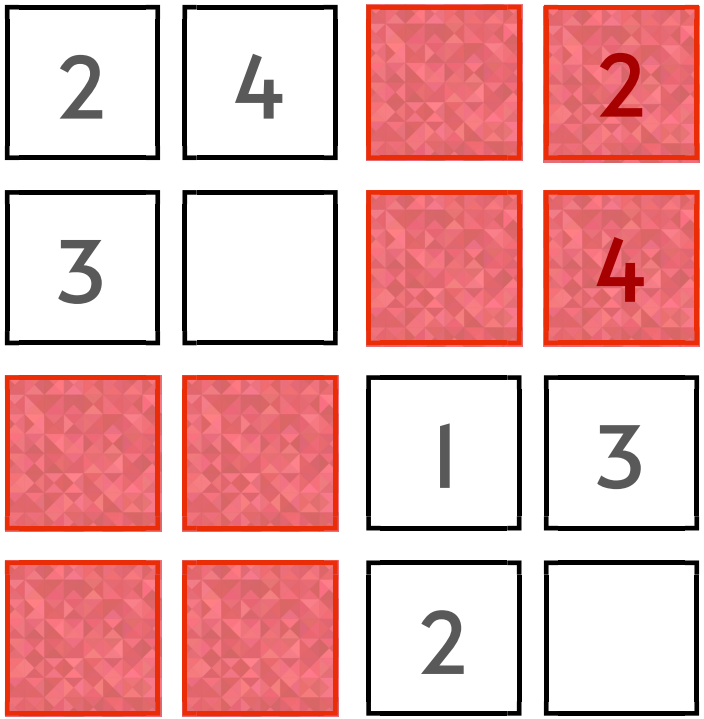
Filler

C 3



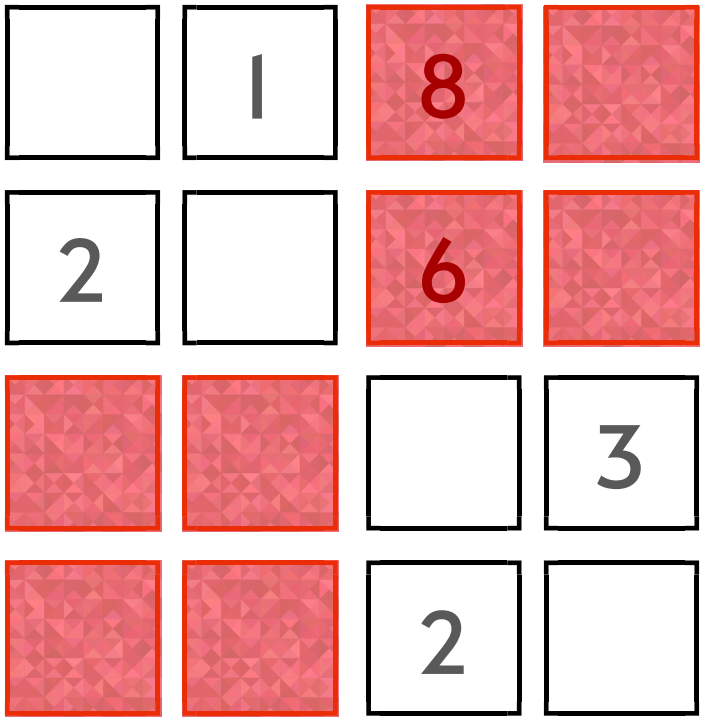
Less Number

C 4



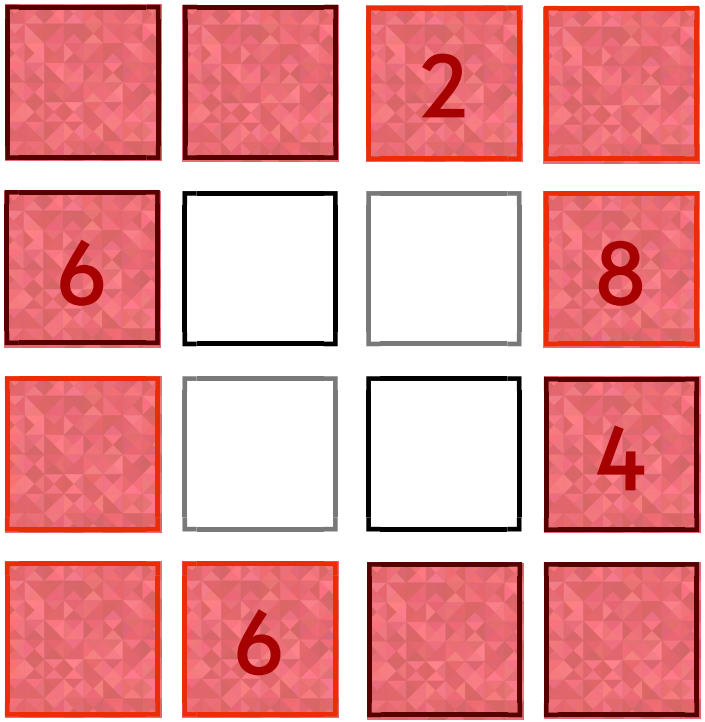
omagah red quadrilateral

C 5



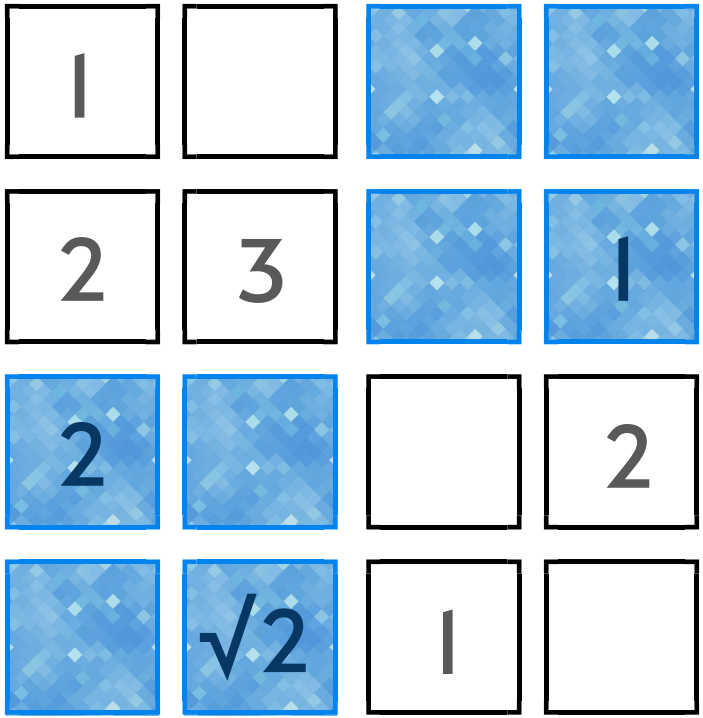
Eight

C 6



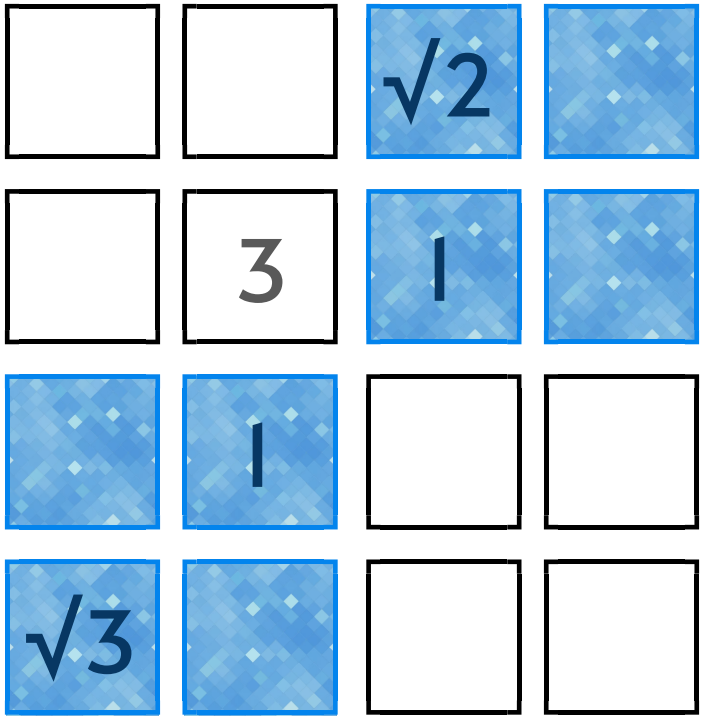
Red Donut

C 7



omagahh blu squario

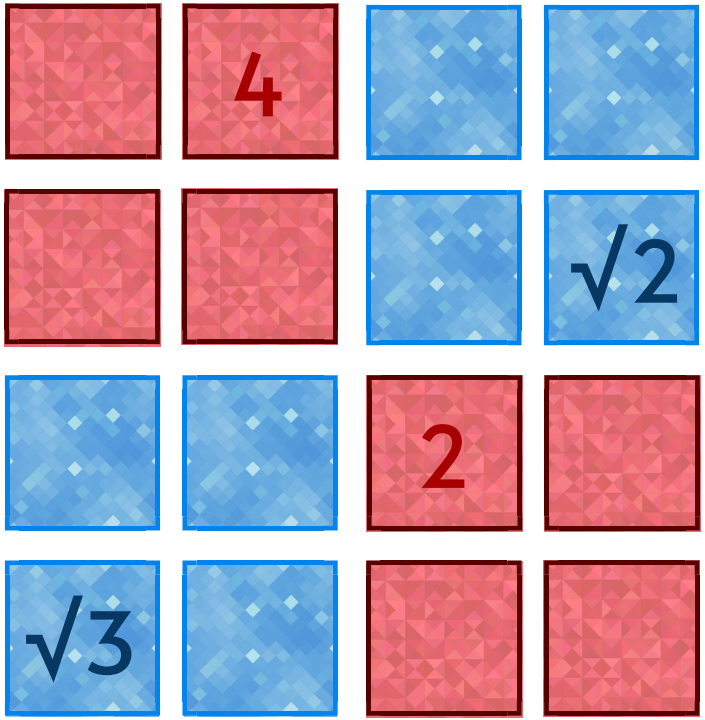
C 8



The V

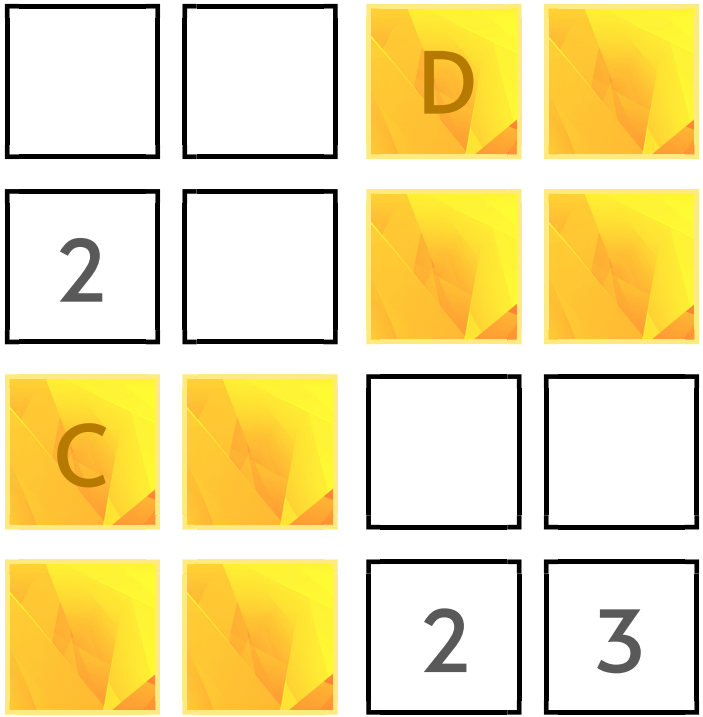
C 9

moves: 2



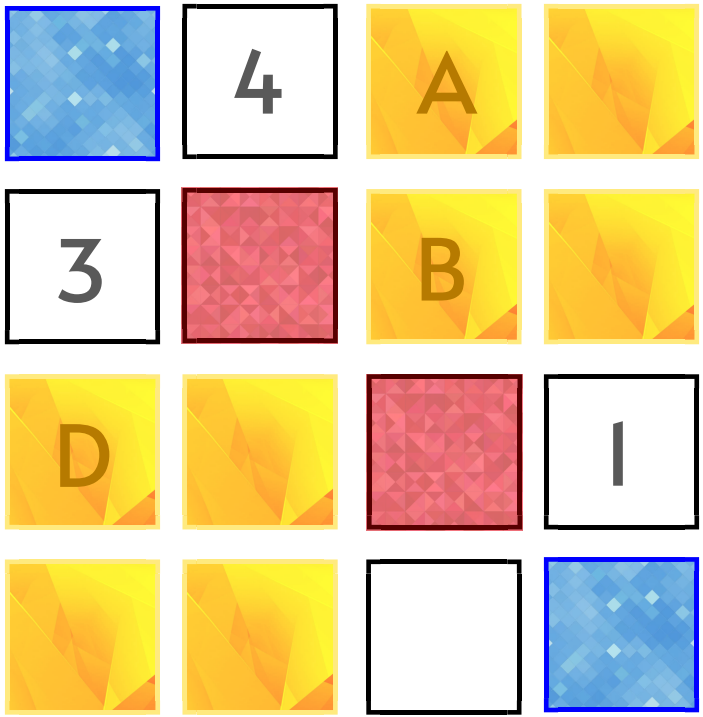
Stefani Lady

C 10



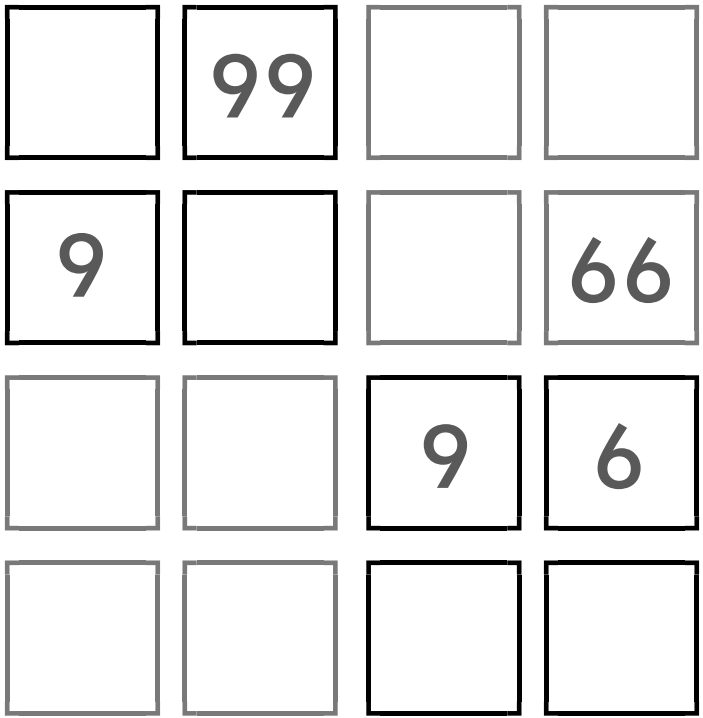
Letters

C II



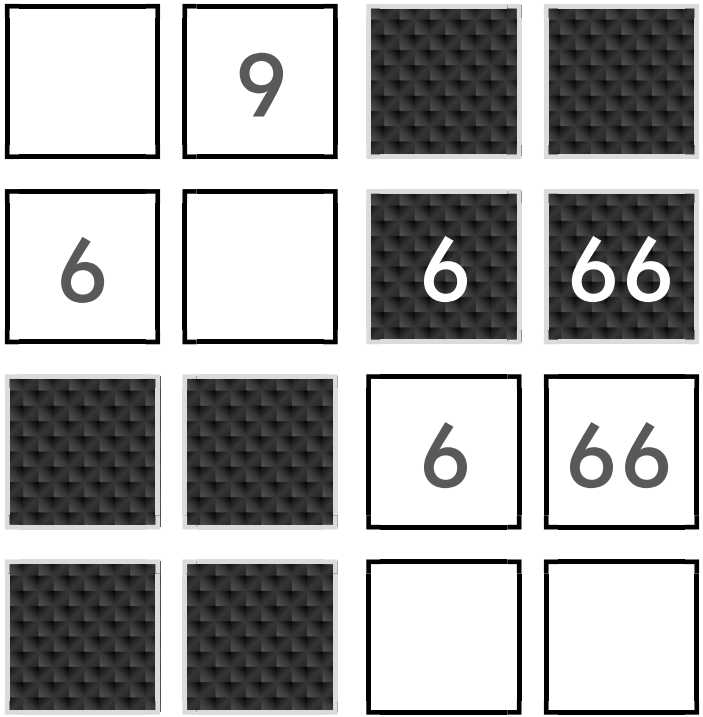
Letters+

C 12



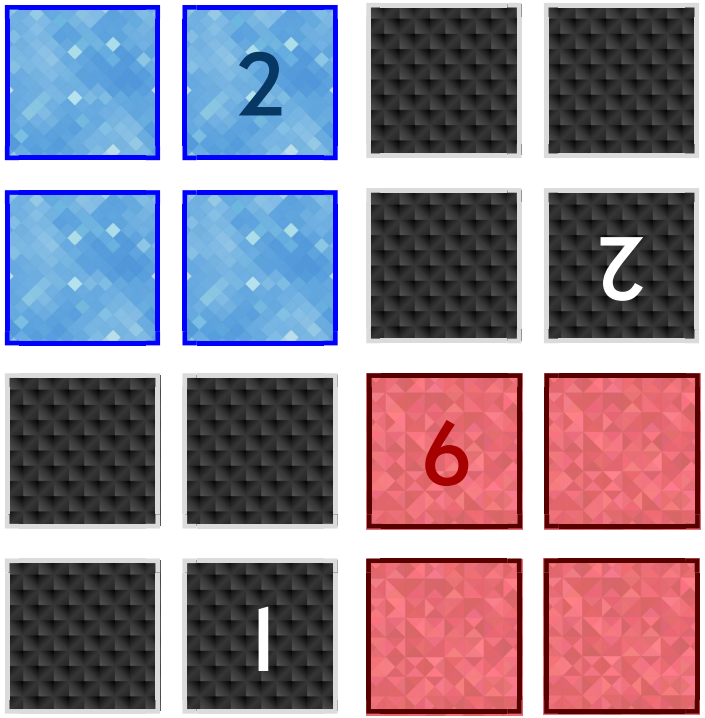
Six & Nine

C 13



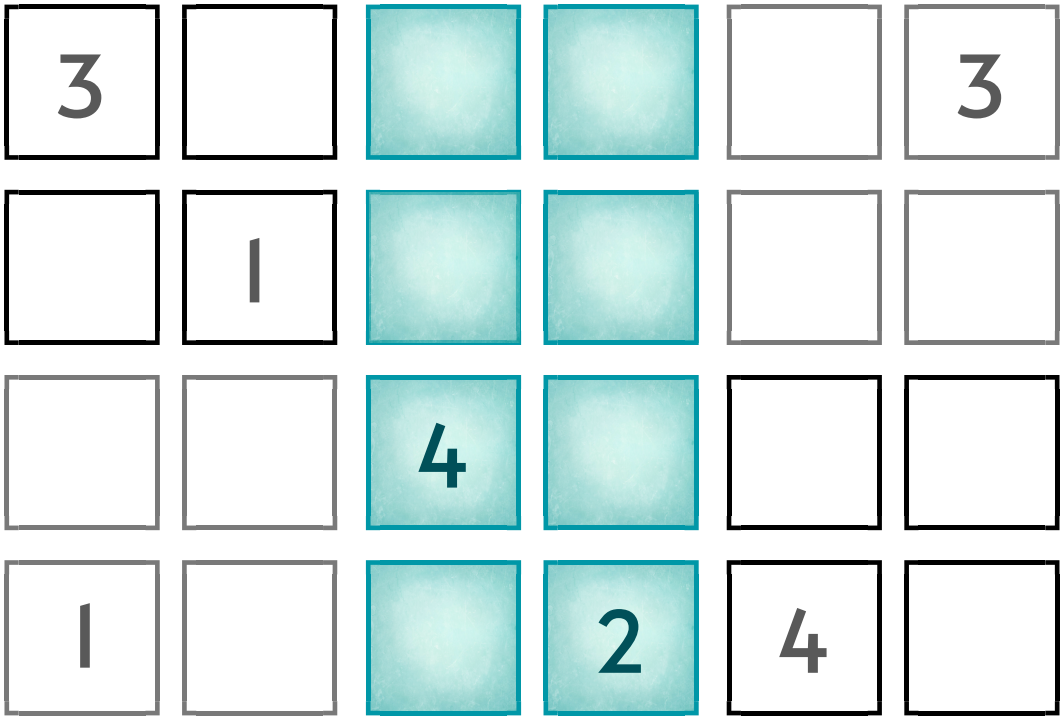
oh my gah dark white square

C 14



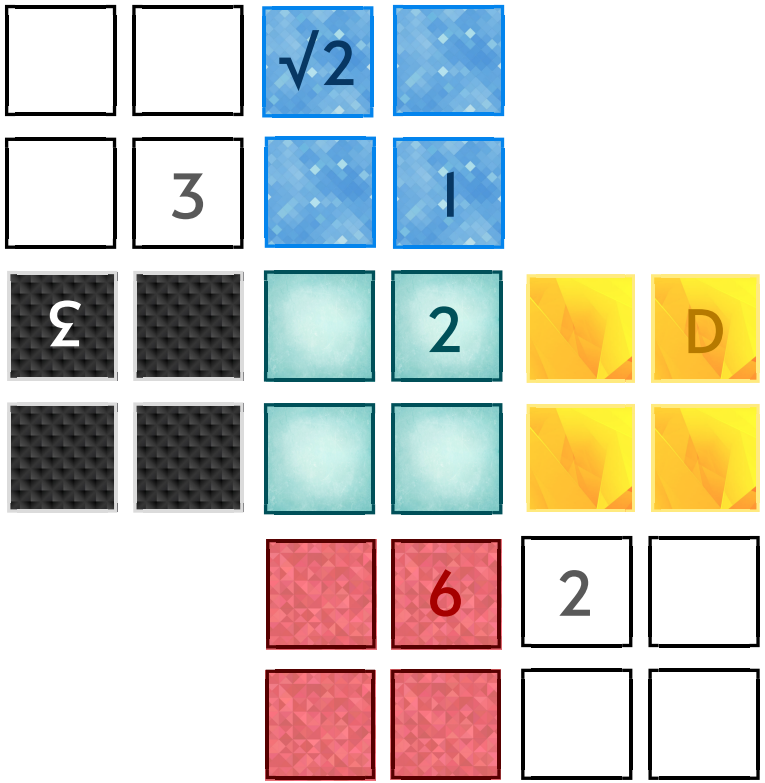
me brain don't like it

C 15



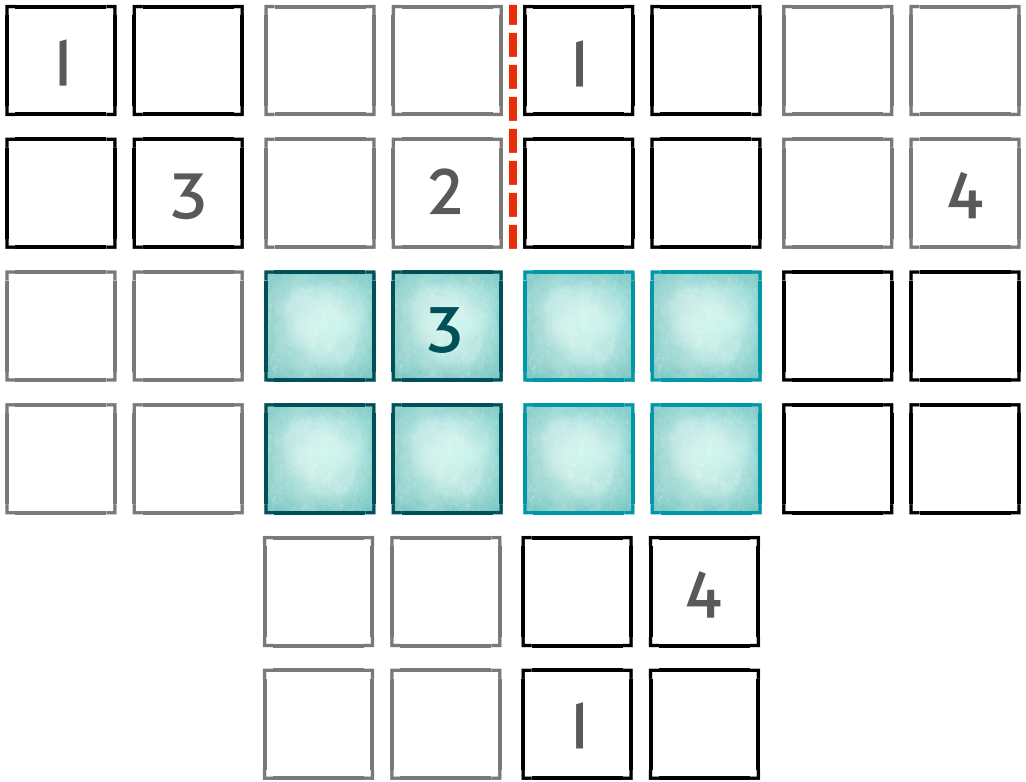
Overlap

C 16



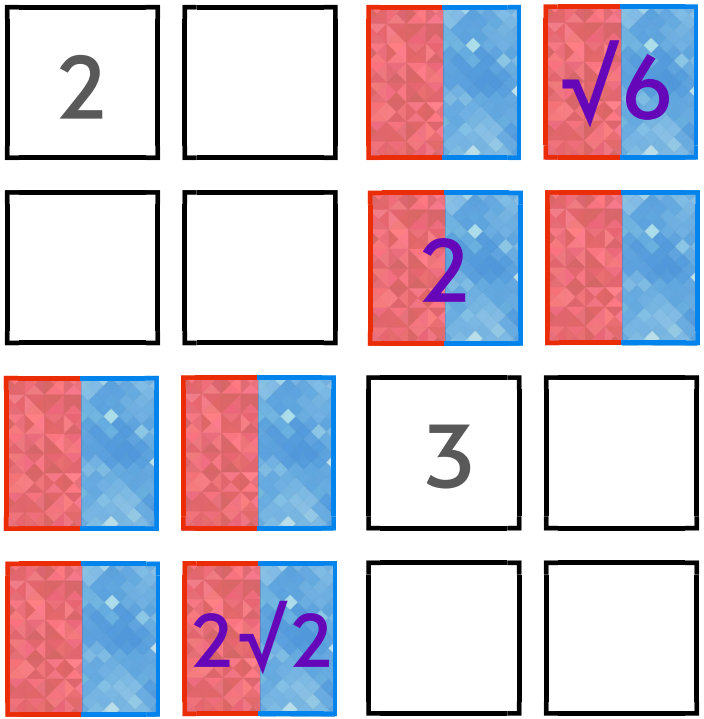
Lint and Teal

C 17



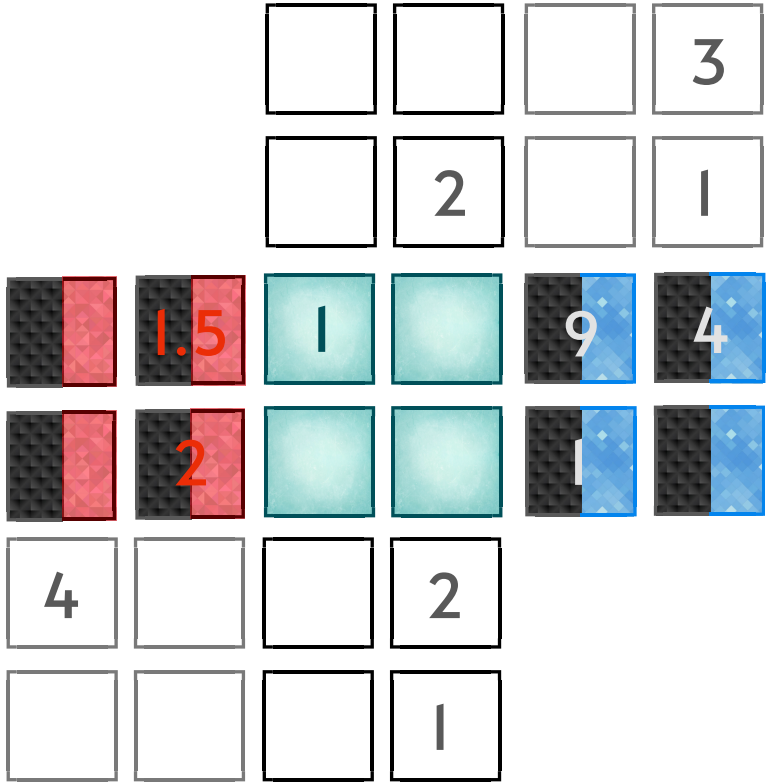
Interlocking Grids

C 18



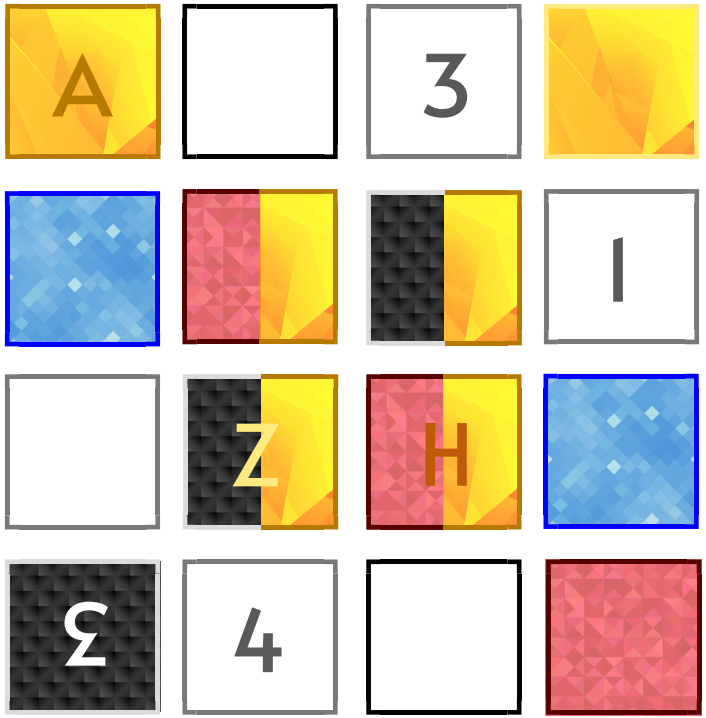
Halfies

C 19



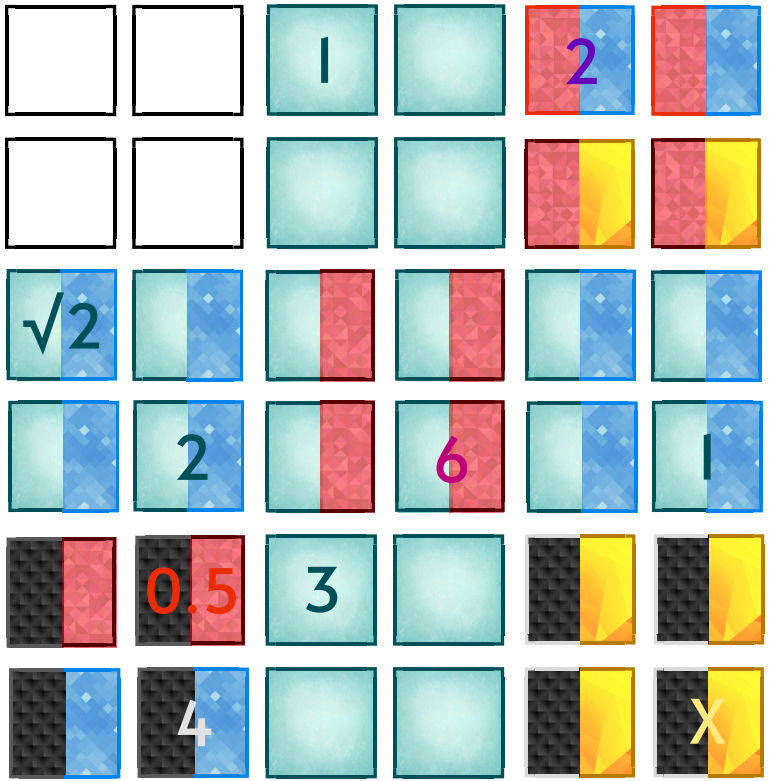
Too Many Halfies

C 20



oh wait i didn't plan how you would collect the key

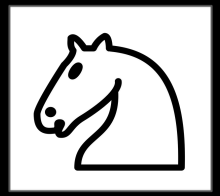
C key



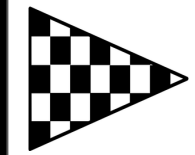
just solve this one and i grant you the key

C

moves: 5

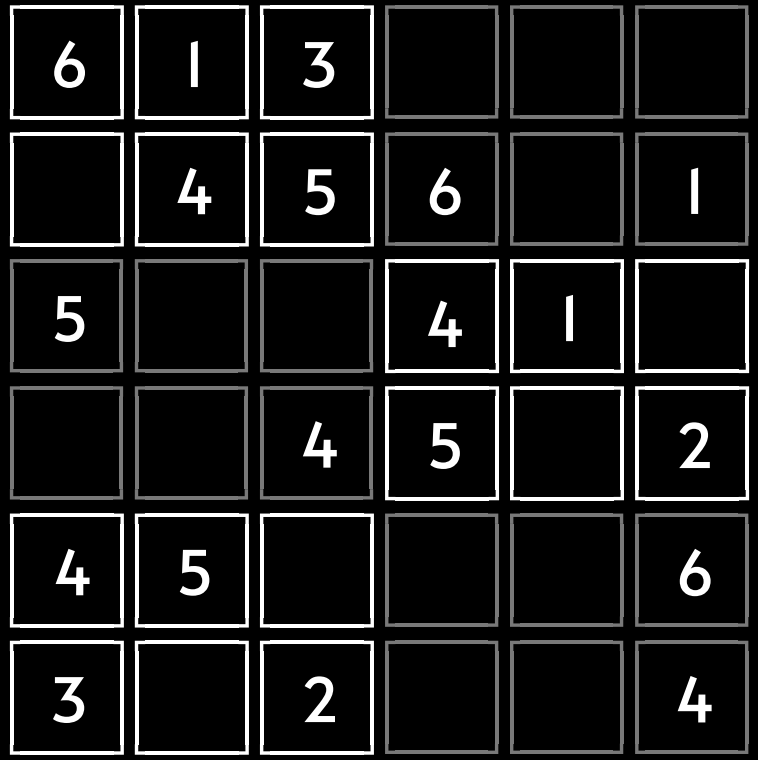


Complete Book C to remove this wall



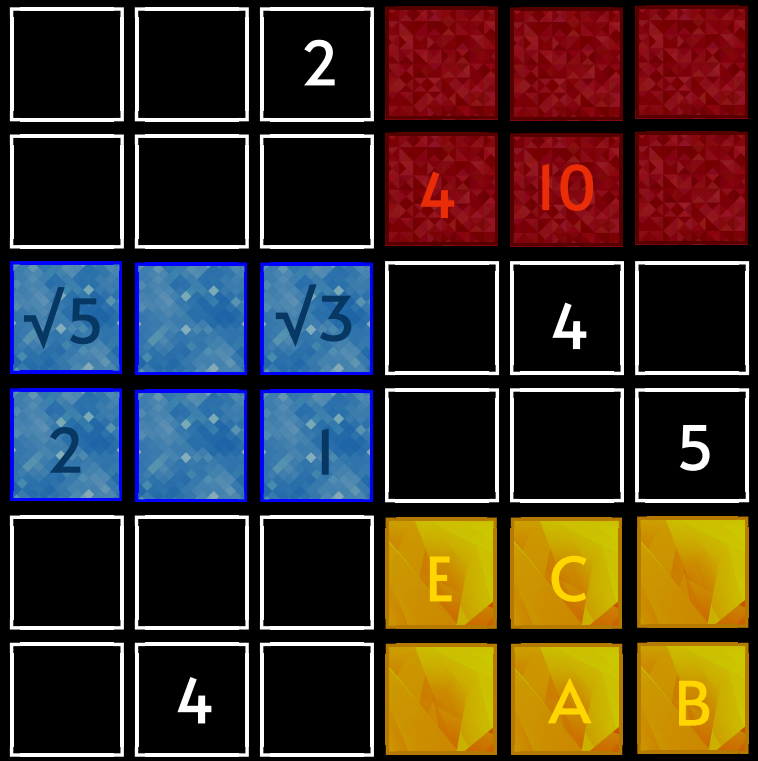
Space Rupture

-13



Avanced Sudoku

-14



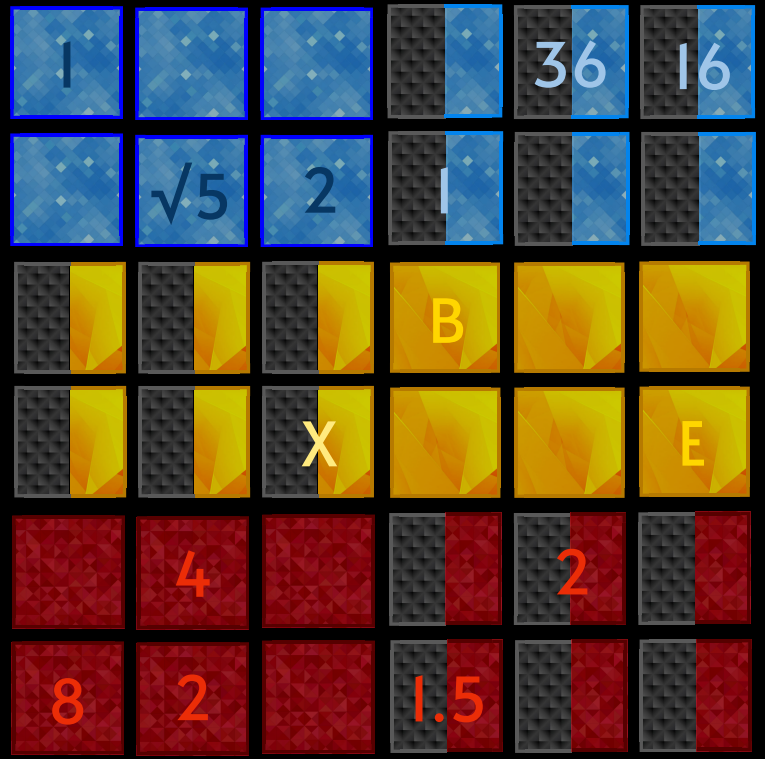
Primary Colors

-15

		4			
1			36		
X					1
Y		V			
4	2			0.5	3
6			2		1

Primary Colors

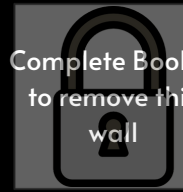
-16

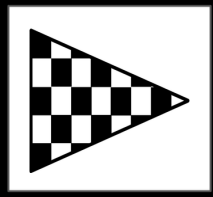


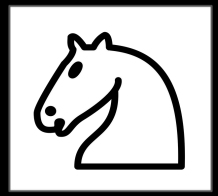
Whiteless

D

moves: ind

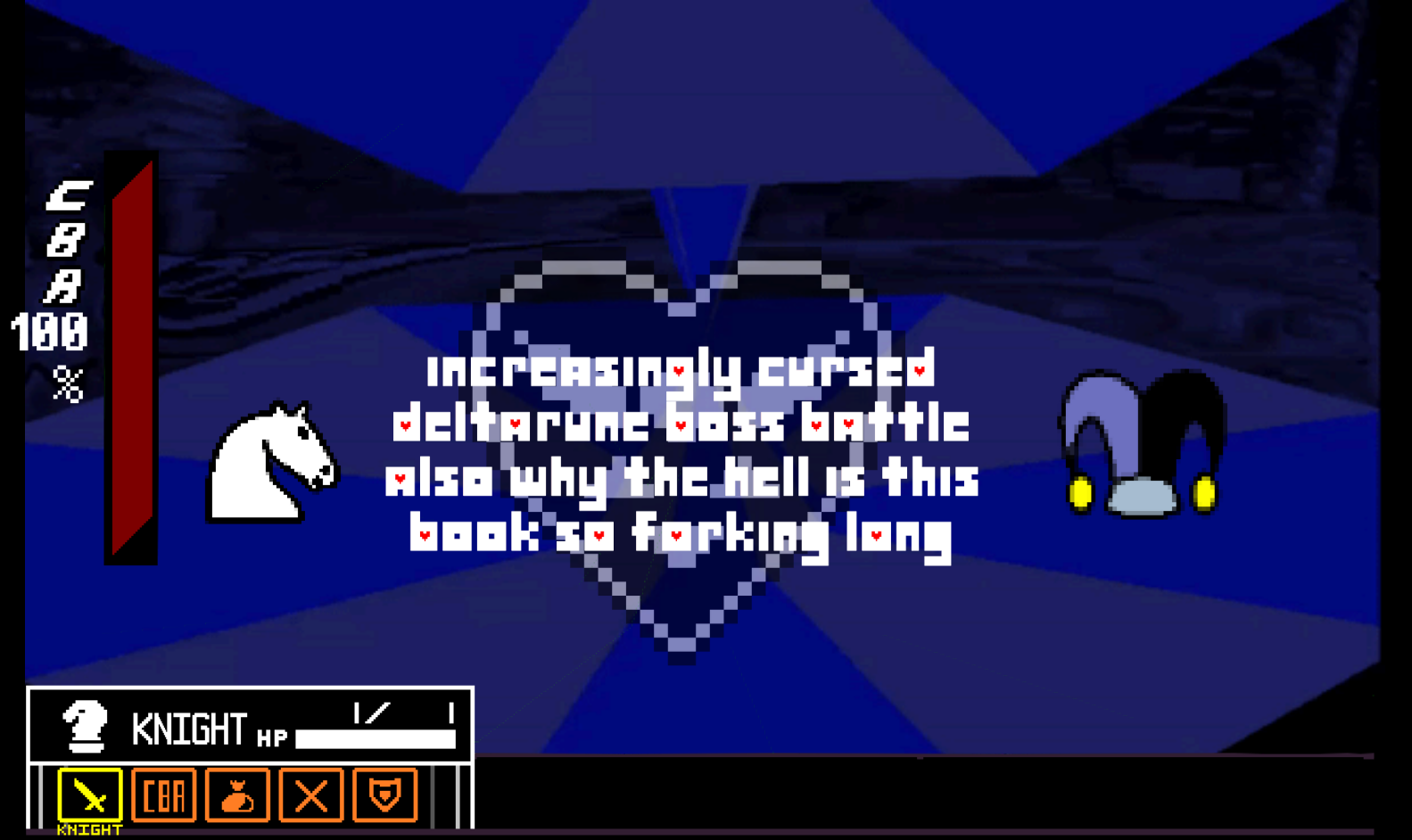




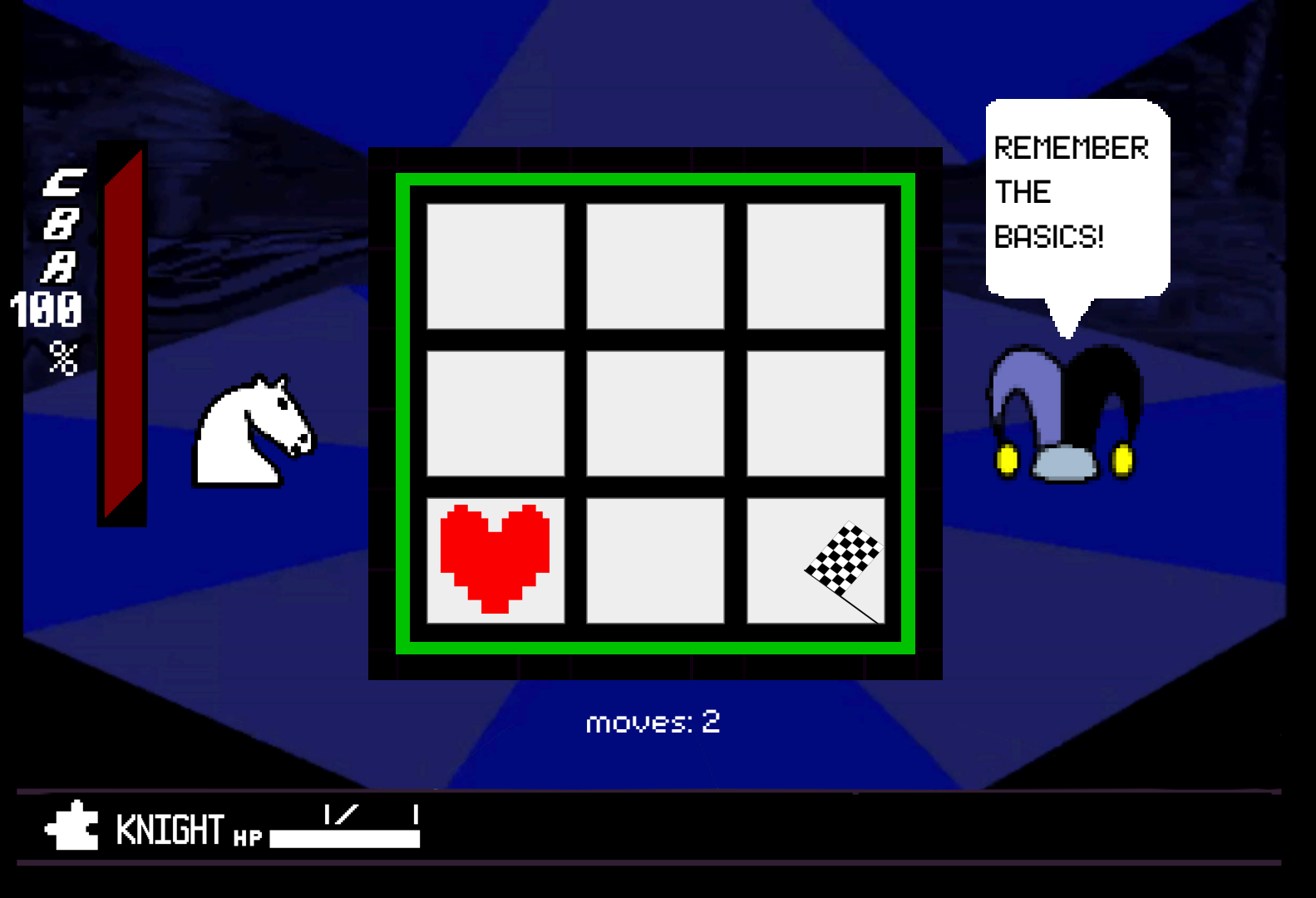


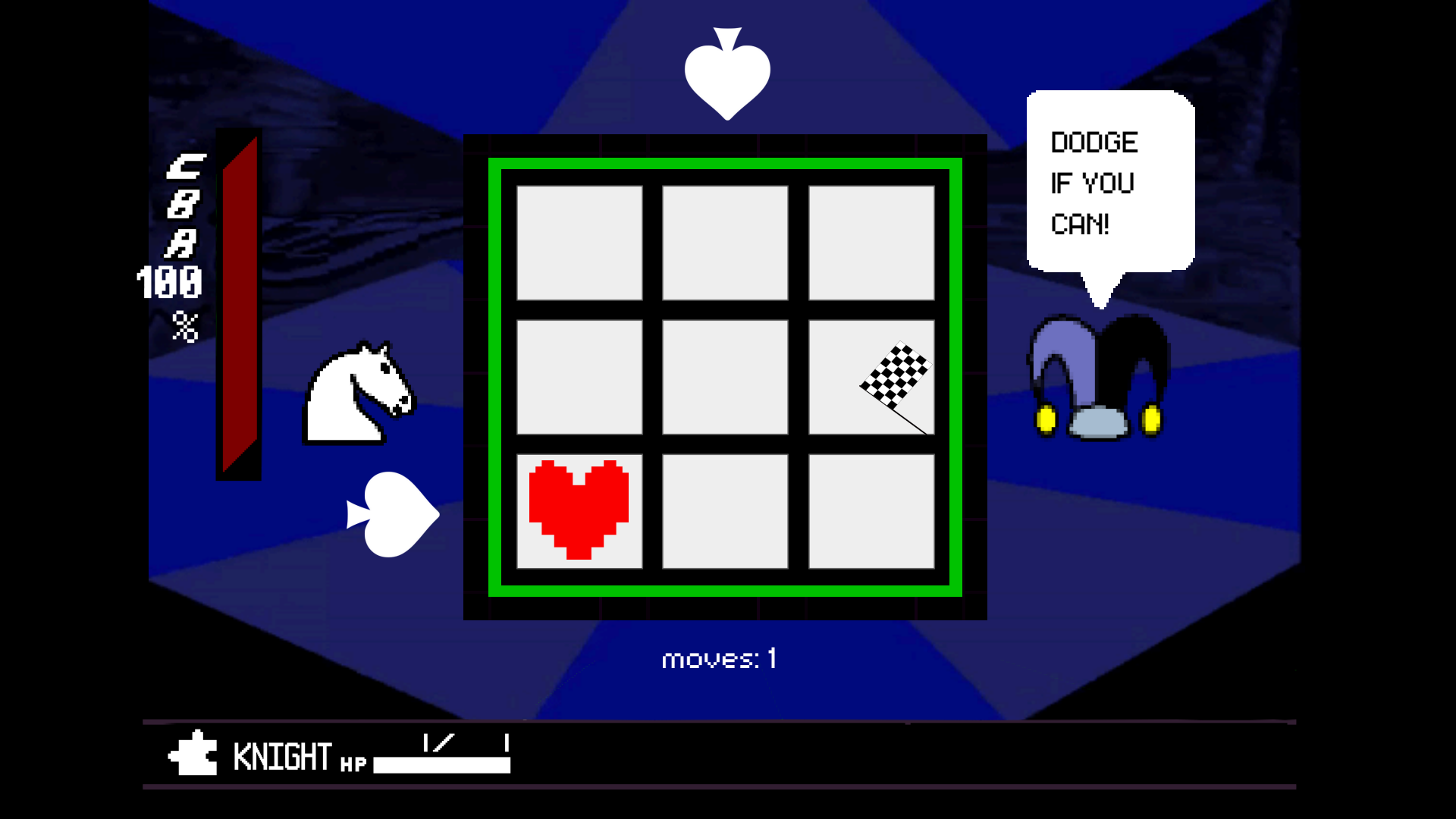
Space Rupture

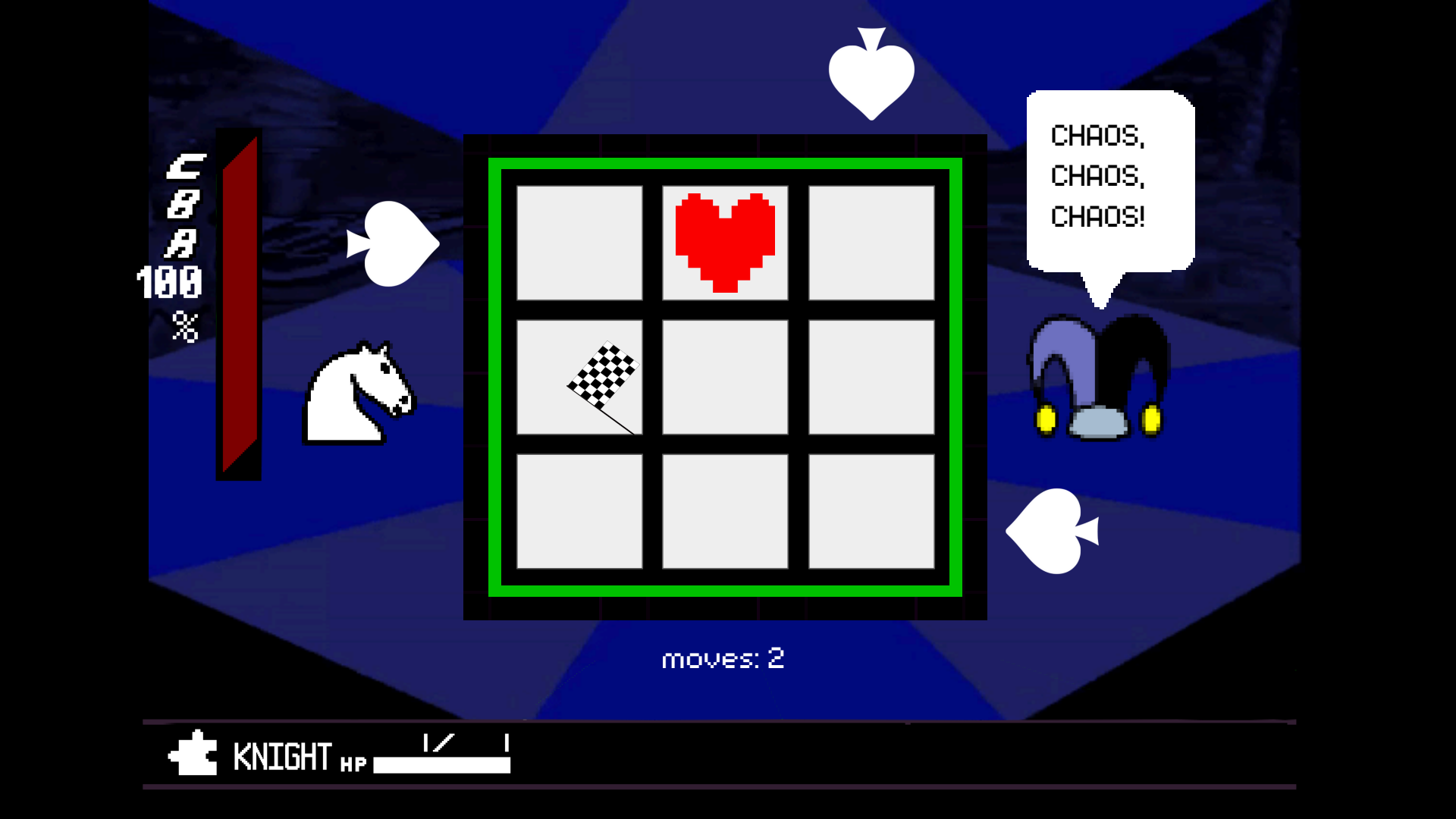
* OH MY GOD BRUH
* Jevil Deltarun

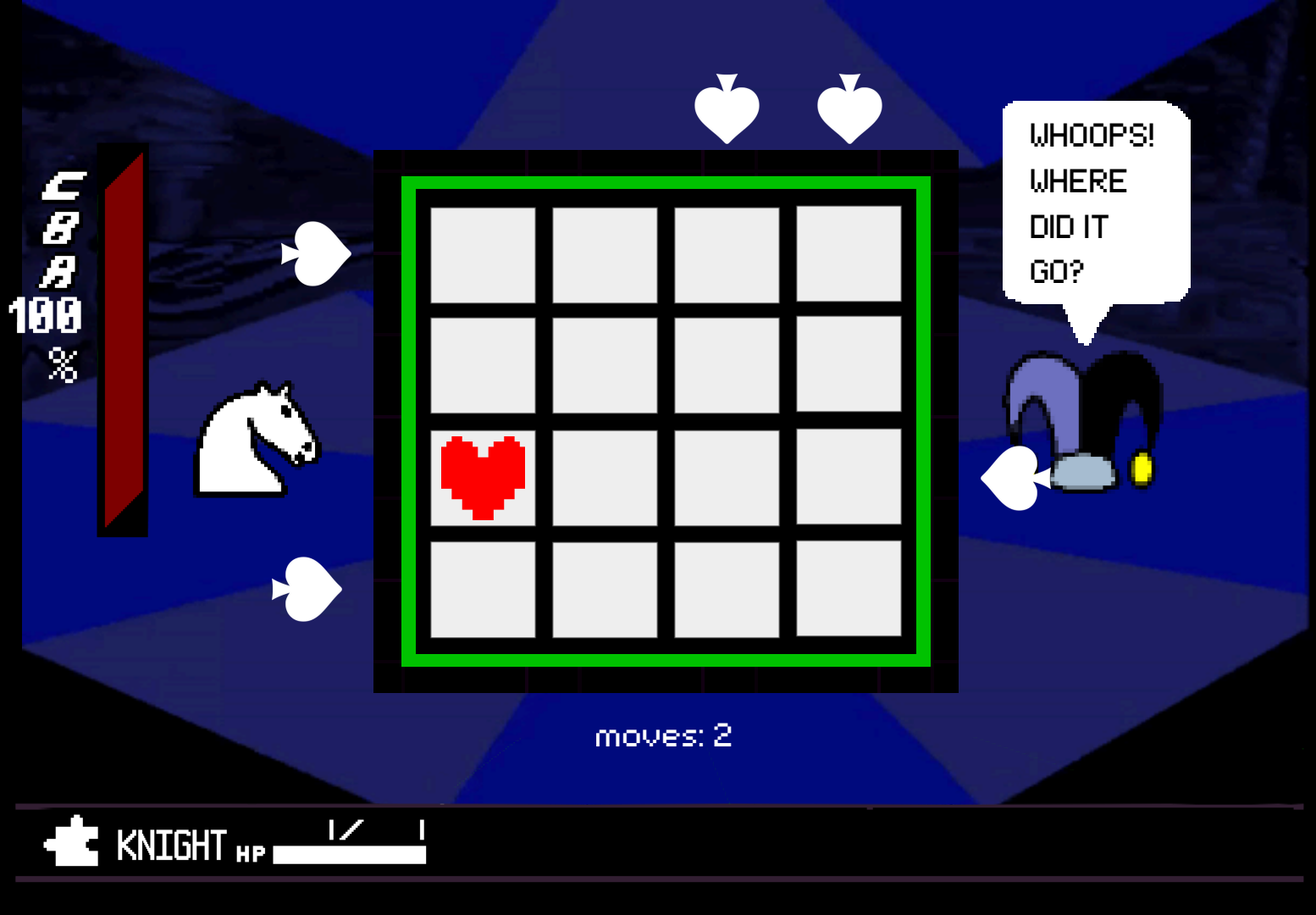


* You realize your pdf editor doesn't support custom fonts

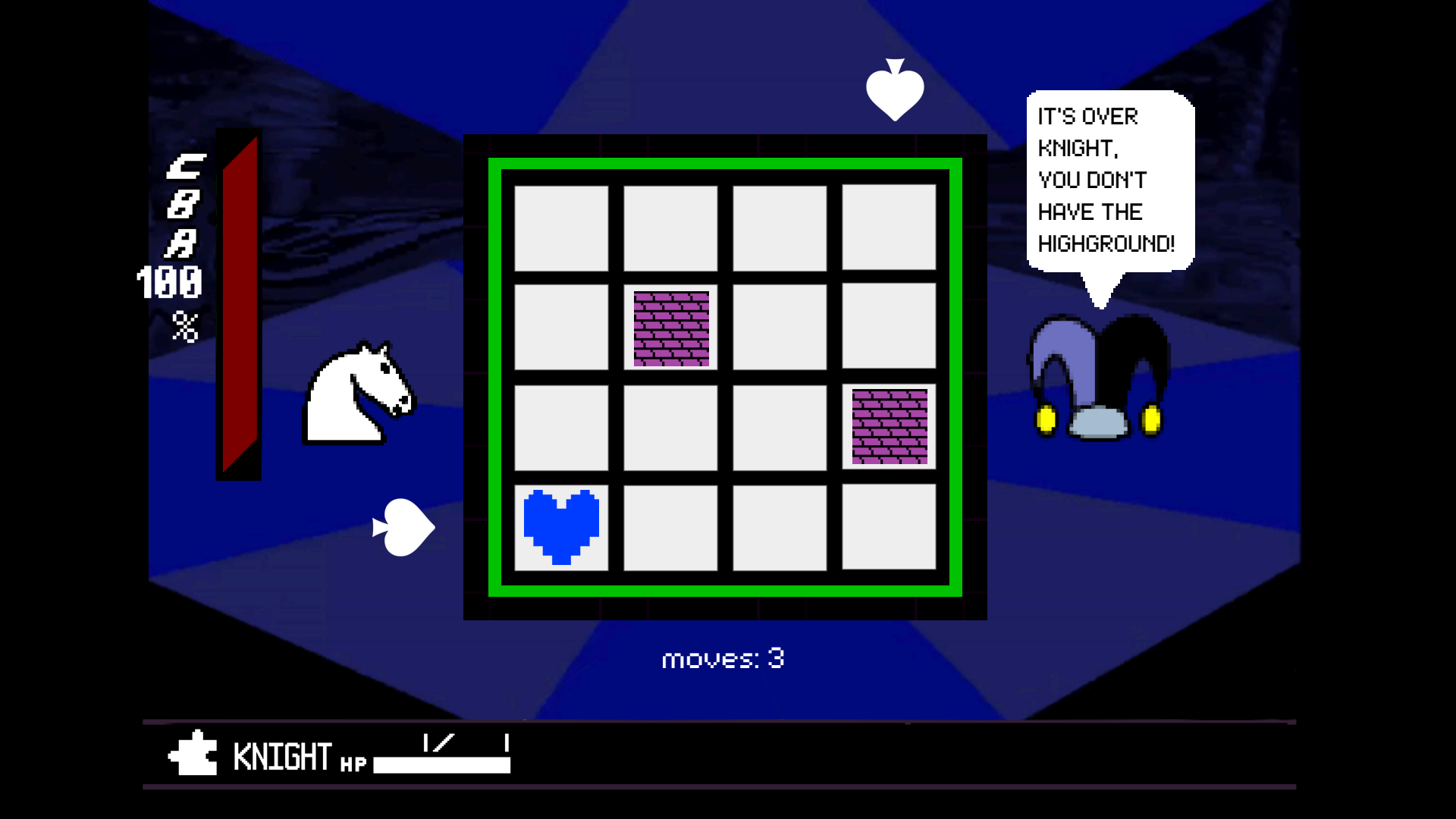

C
B
A
100
%
REMEMBER THE BASICS!
moves: 2
KNIGHT HP

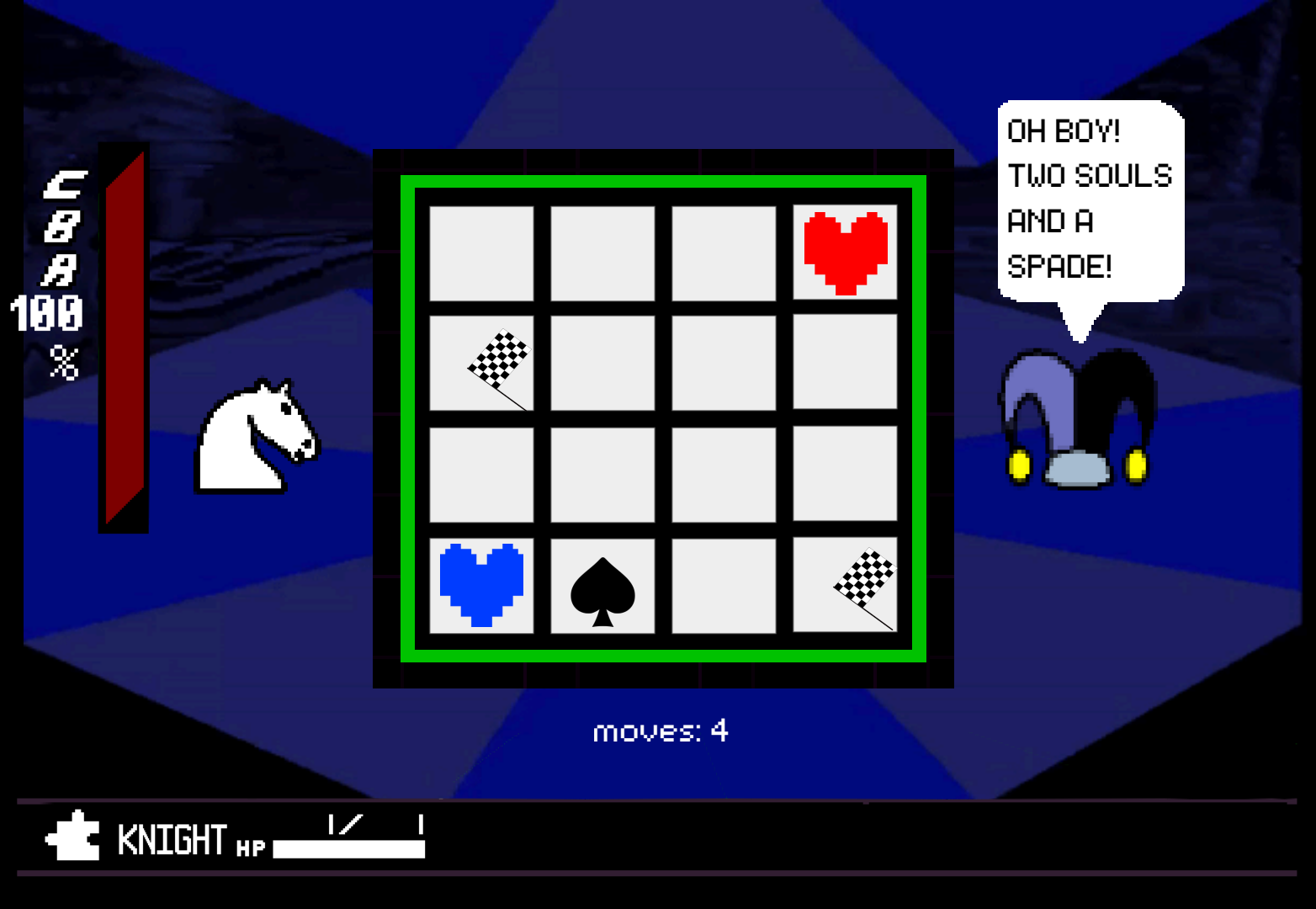

DODGE
IF YOU
CAN!
moves: 1
KNIGHT HP

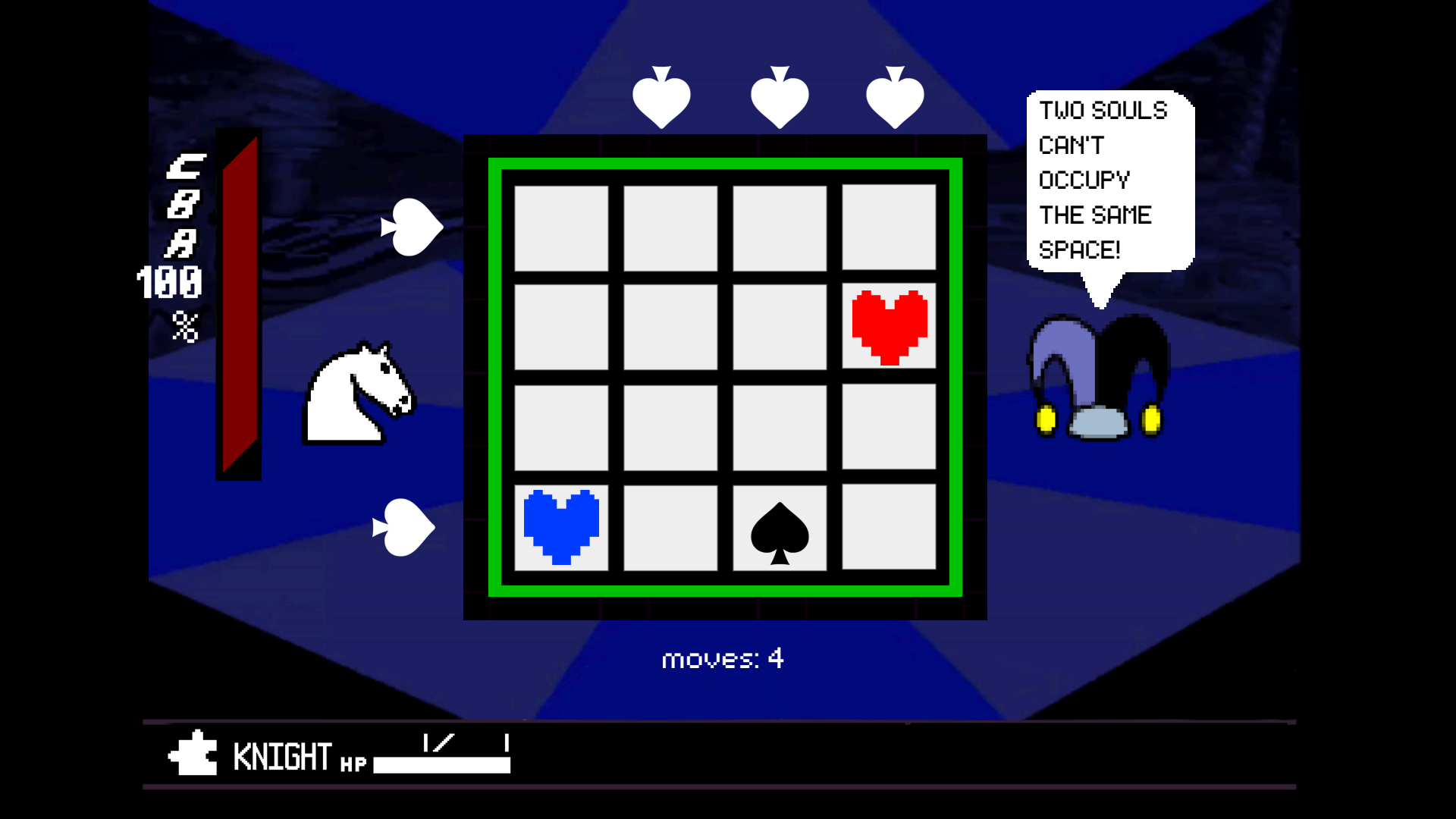

CHAOS,
CHAOS,
CHAOS!
moves: 2
KNIGHT HP

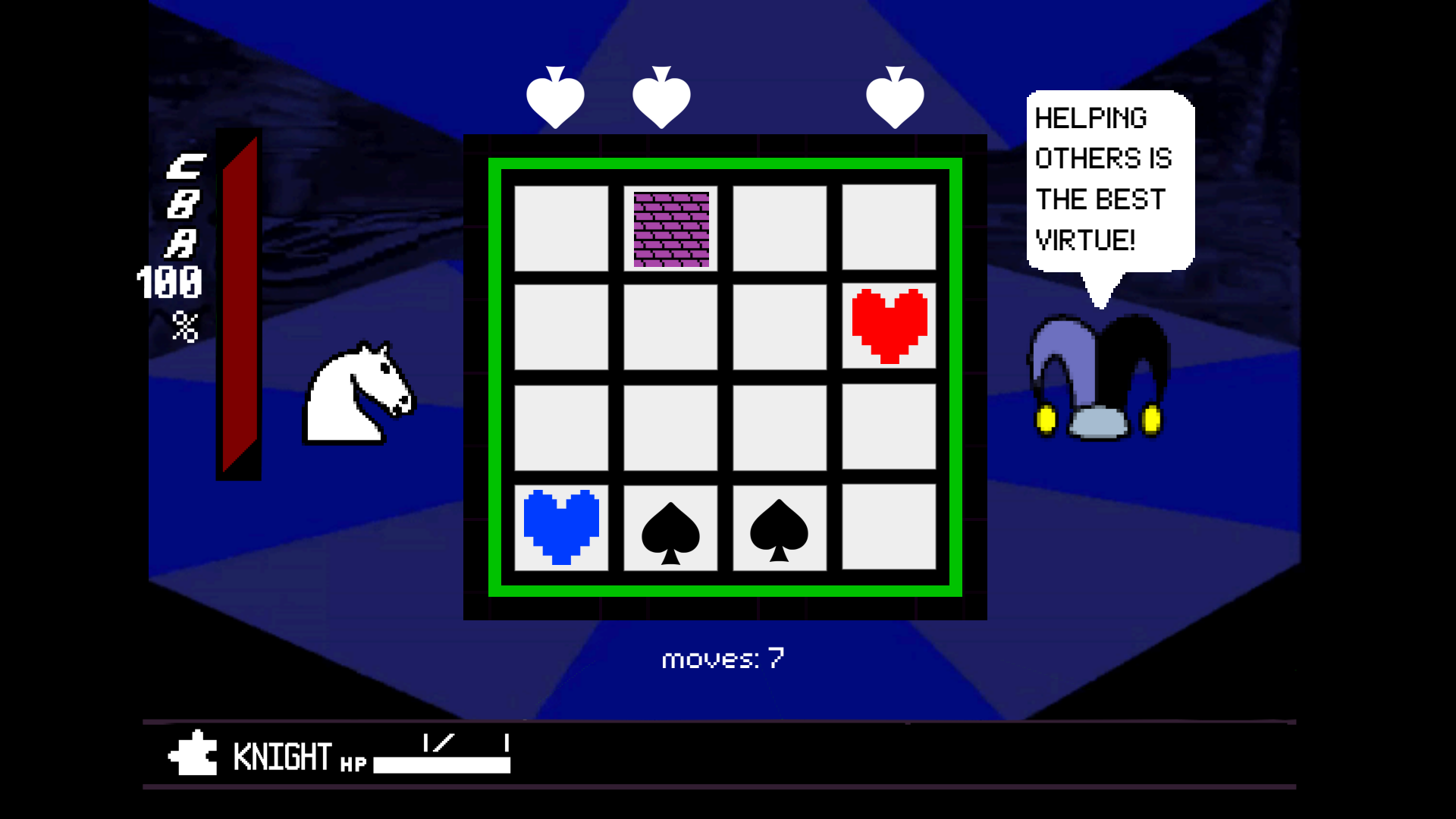

C
B
A
100
%
WHOOPS!
WHERE
DID IT
GO?
moves: 2
KNIGHT HP

C
B
A
100
%
GRAVITY
IS A
CHAOTIC
FORCE!
moves: 2
KNIGHT HP

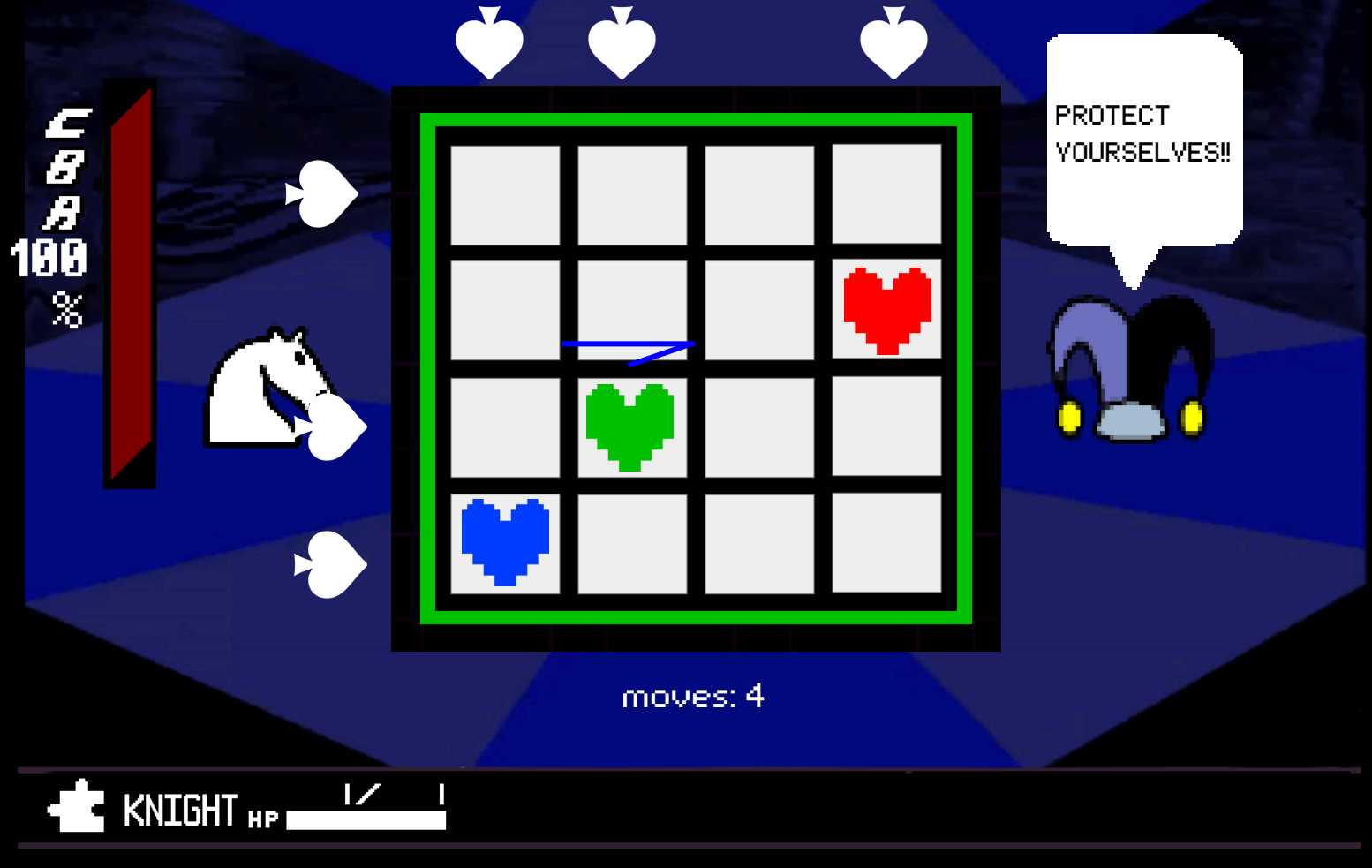

IT'S OVER KNIGHT, YOU DON'T HAVE THE HIGHGROUND!
moves: 3
KNIGHT HP

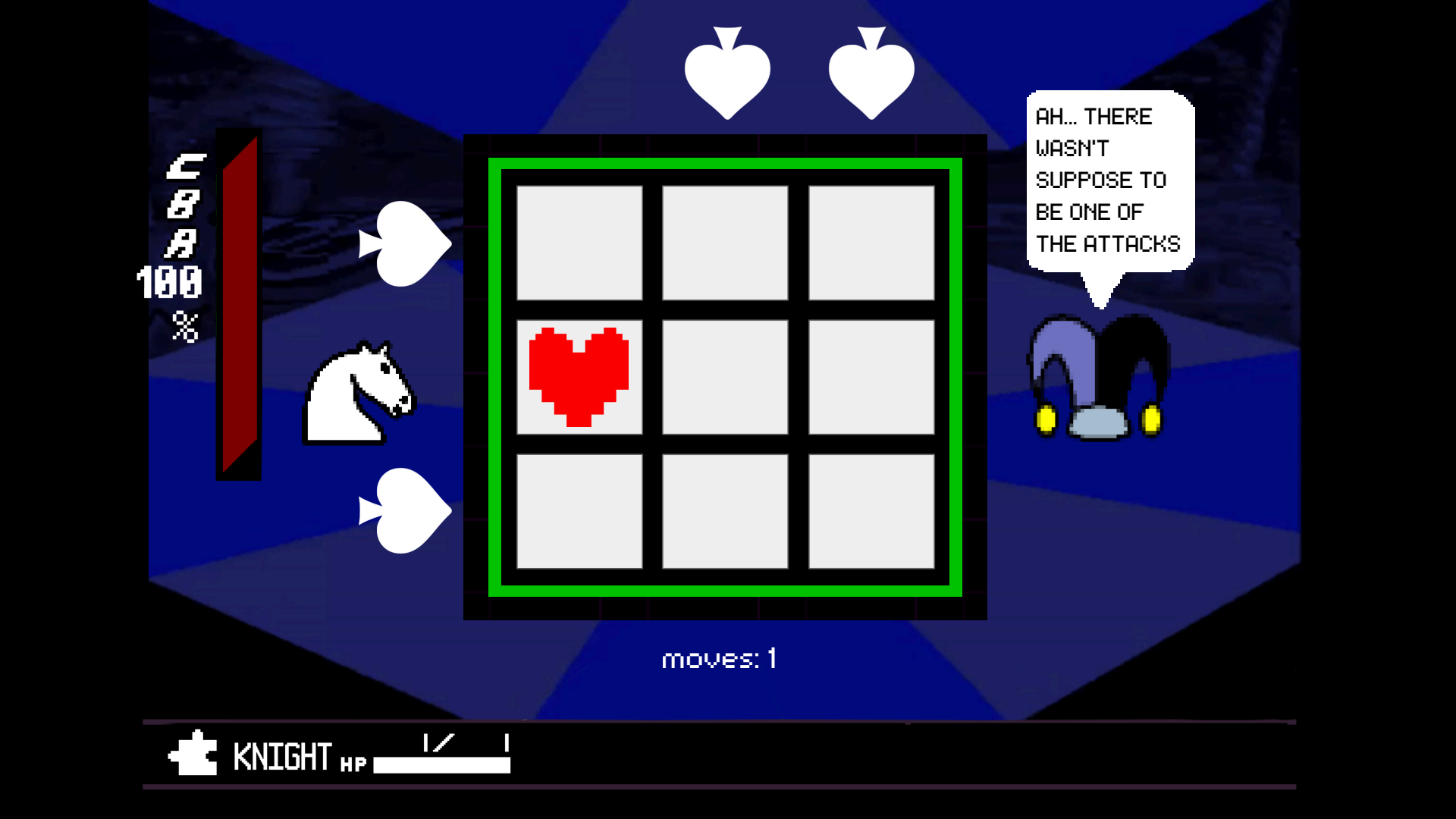

C
B
A
100
%
OH BOY!
TWO SOULS
AND A
SPADE!
moves: 4
KNIGHT HP

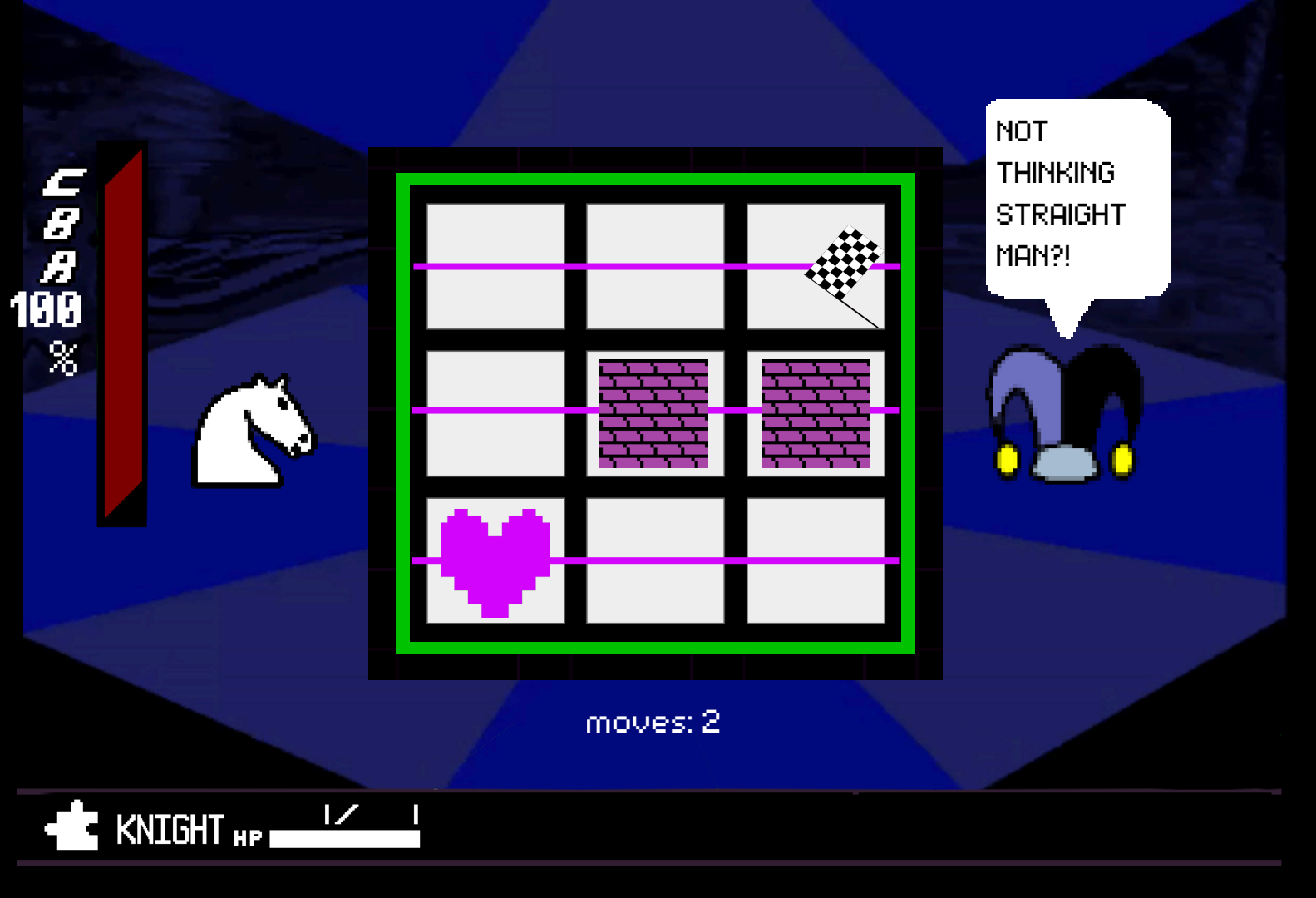

TWO SOULS CAN'T OCCUPY THE SAME SPACE!
moves: 4
KNIGHT HP

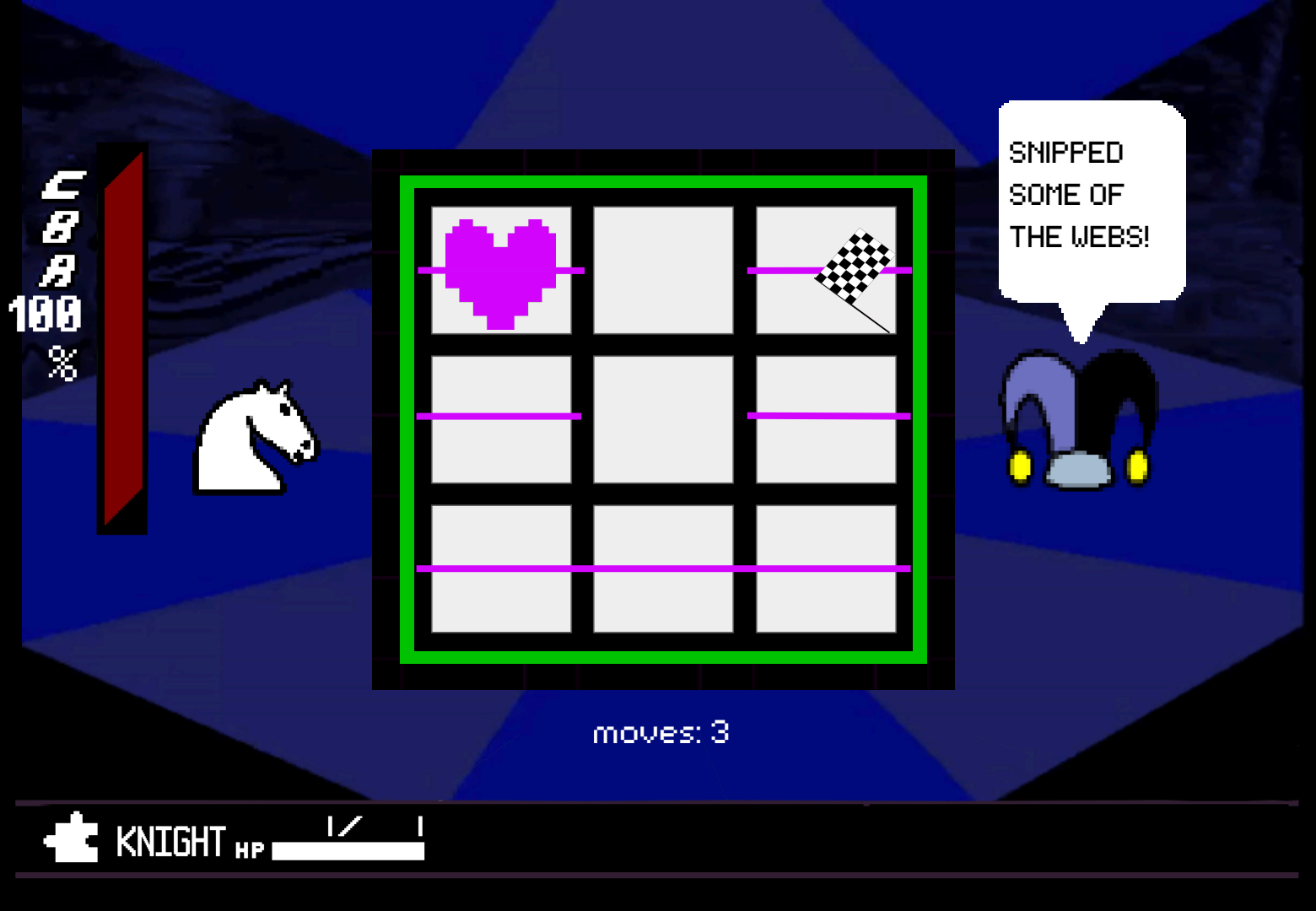

C
B
A
100
%
HELPING OTHERS IS THE BEST VIRTUE!
moves: 7
KNIGHT HP

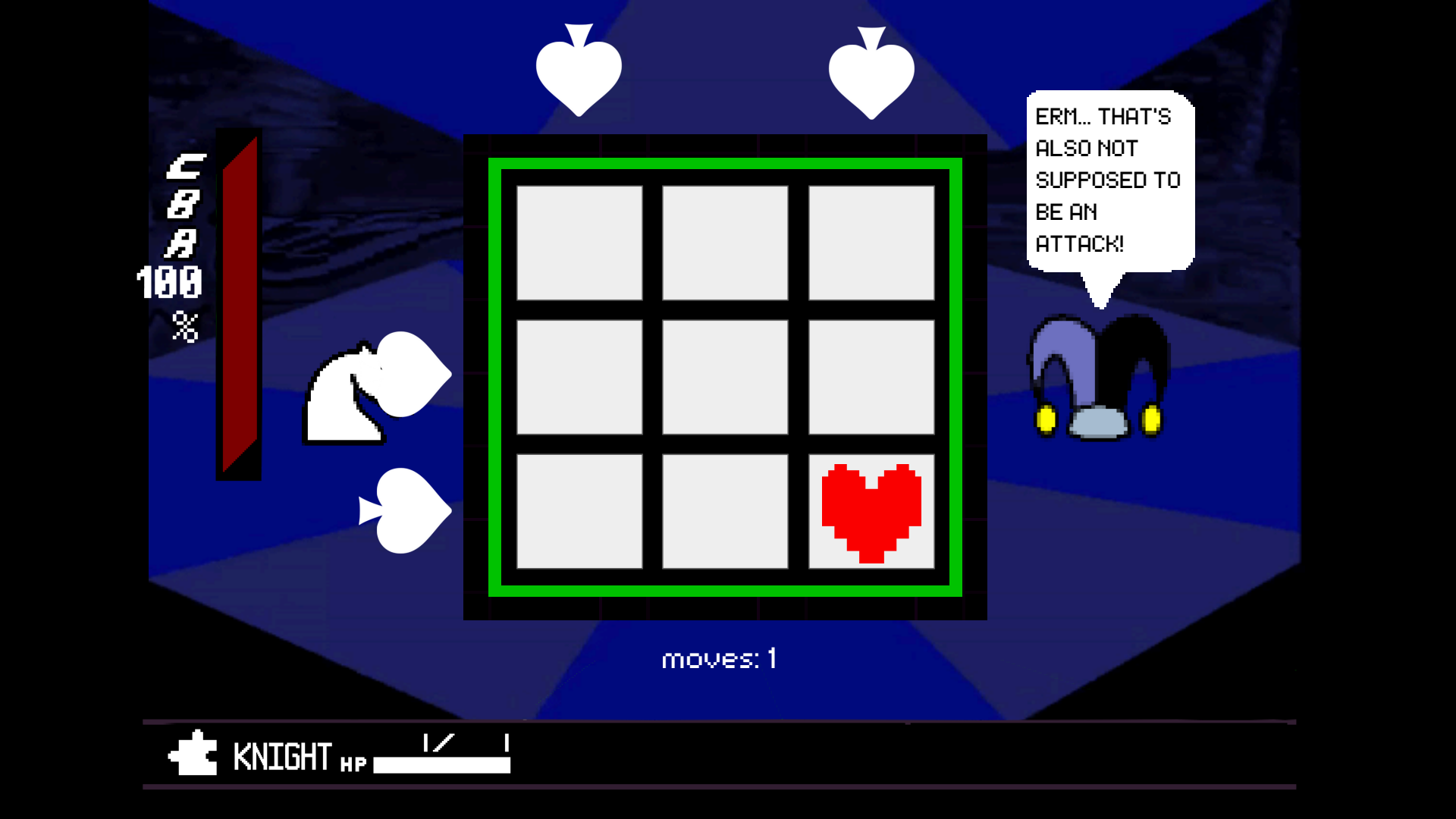
C
B
A
100
%
YOU KNOW HOW A SHIELD WORKS, RIGHT?!
moves: 1
KNIGHT HP

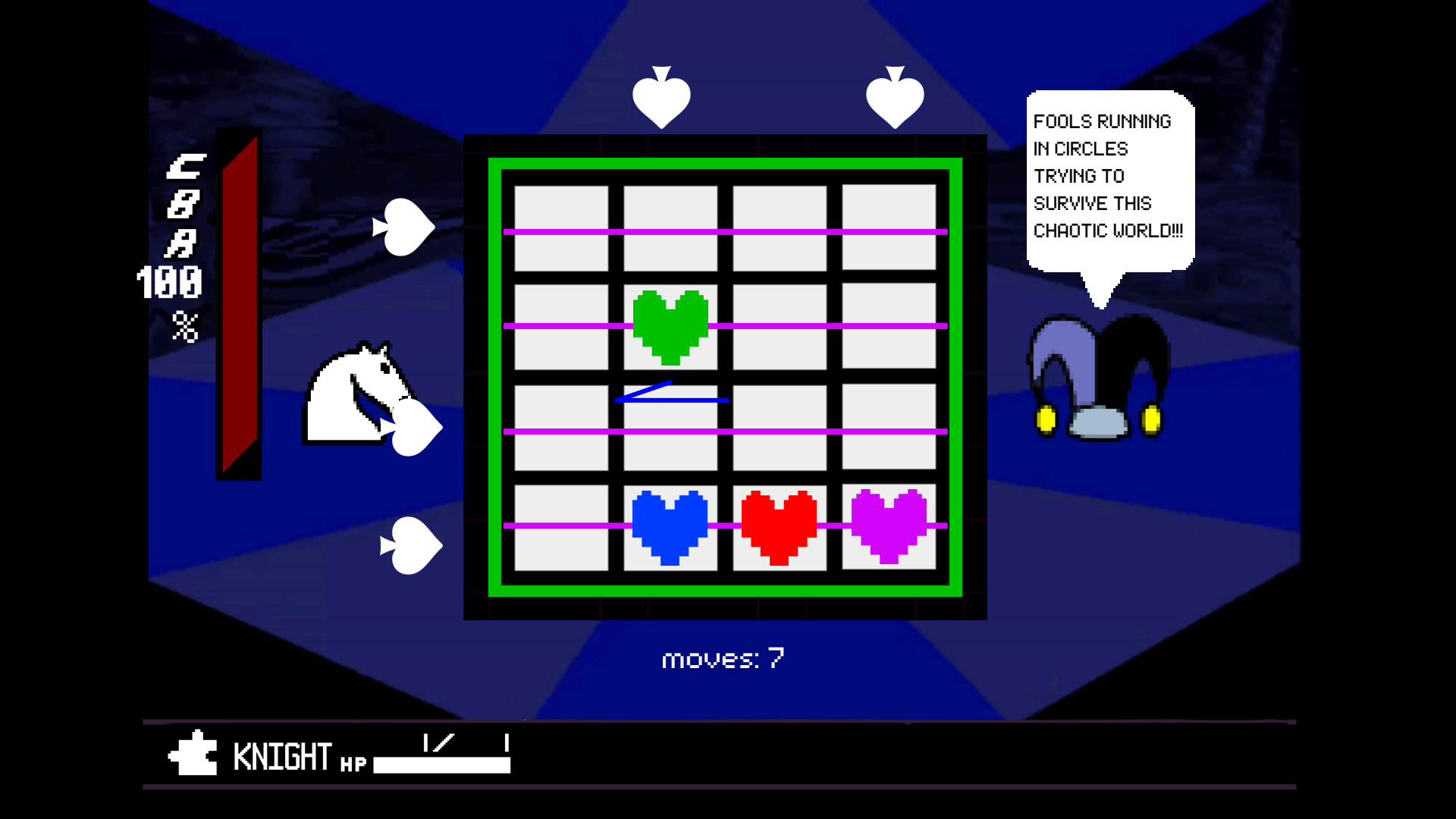

PROTECT YOURSELVES!!
moves: 4
KNIGHT HP

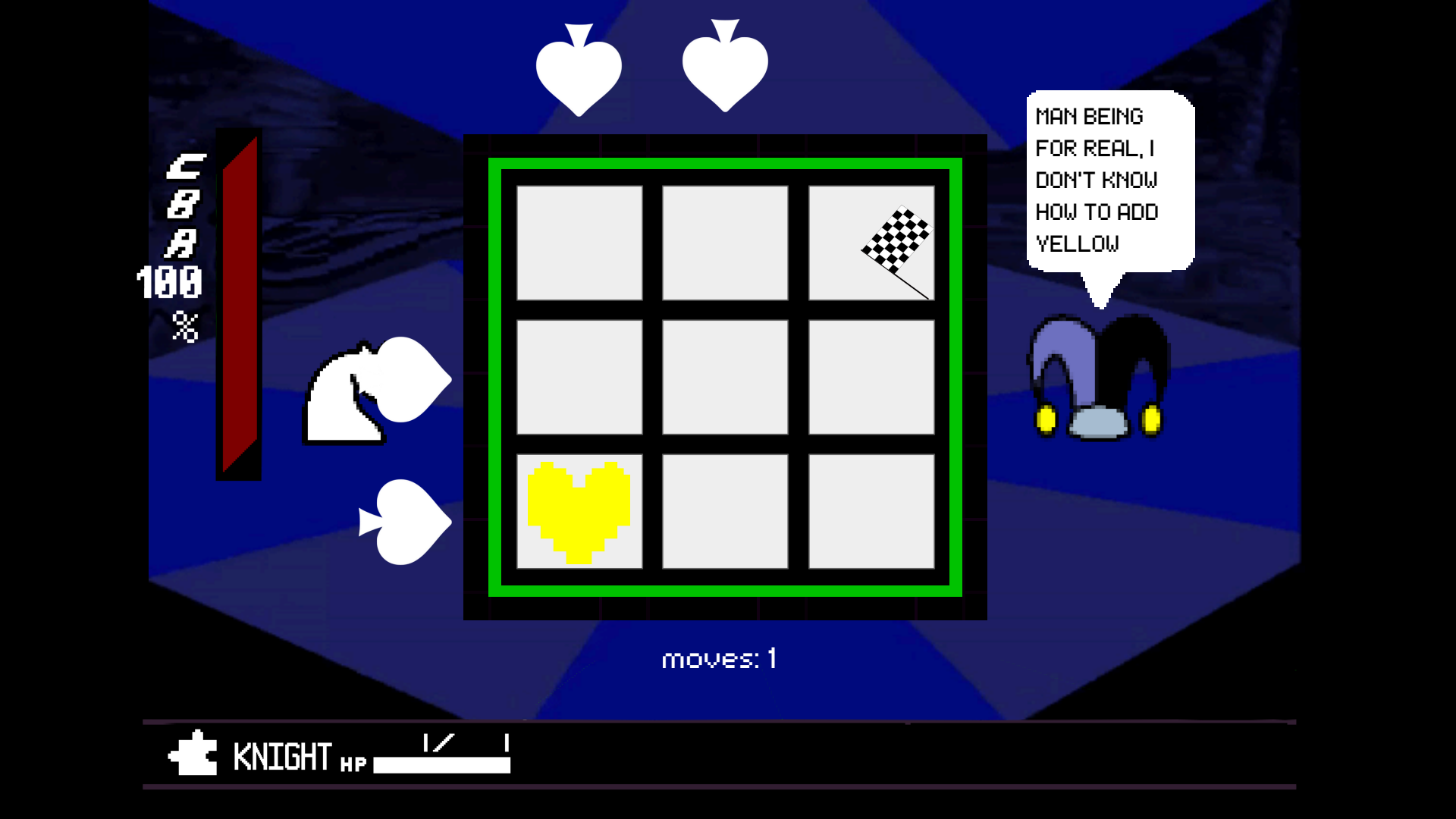

AH... THERE WASN'T SUPPOSE TO BE ONE OF THE ATTACKS
moves: 1
KNIGHT HP

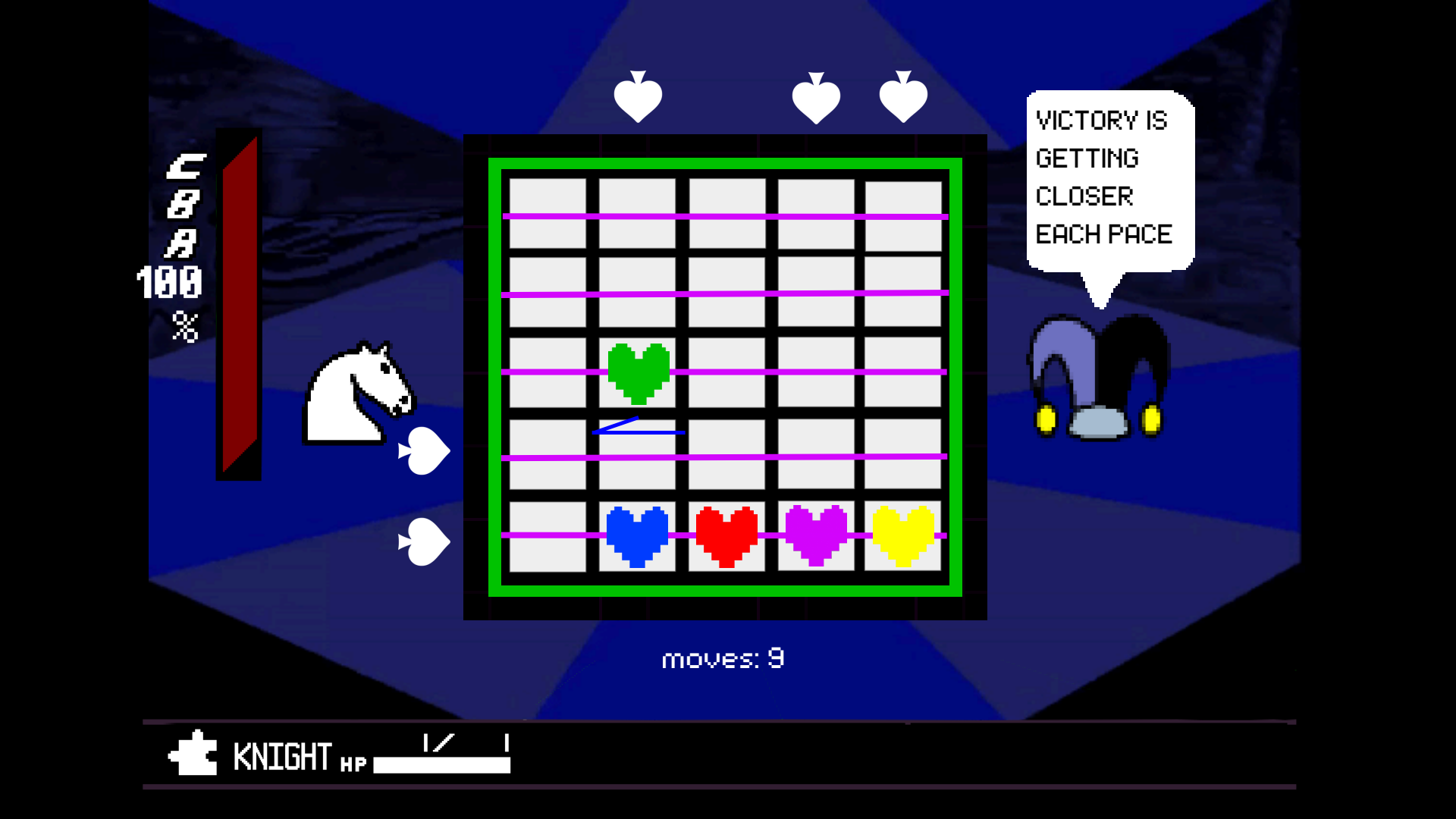

NOT THINKING STRAIGHT MAN?!
moves: 2
KNIGHT HP


SNIPPED SOME OF THE WEBS!
moves: 3
KNIGHT HP

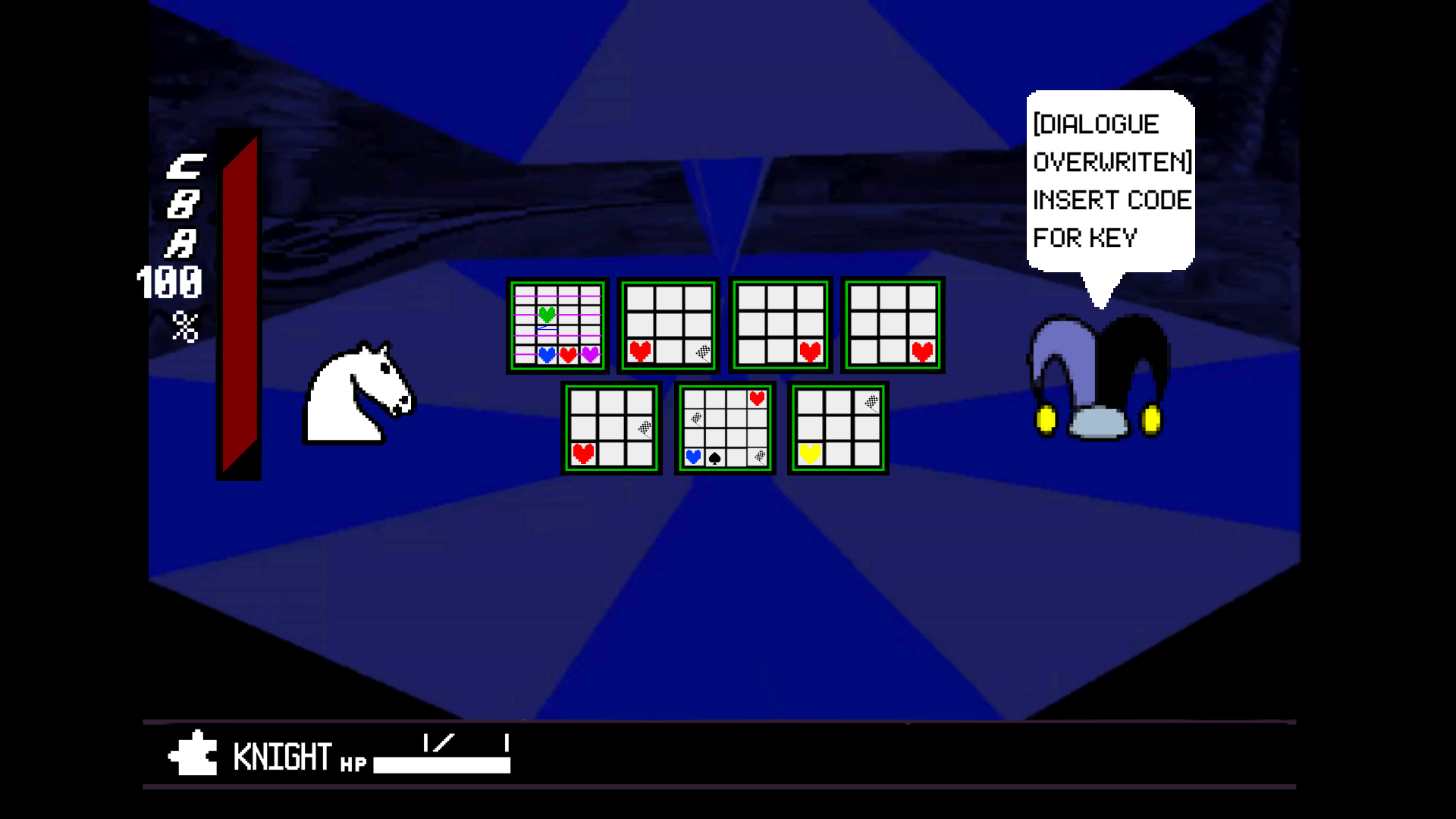

ERM... THAT'S ALSO NOT SUPPOSED TO BE AN ATTACK!
moves: 1
KNIGHT HP


C
A
100
%
FOOLS RUNNING IN CIRCLES TRYING TO SURVIVE THIS CHAOTIC WORLD!!!
moves: 7
KNIGHT HP


MAN BEING FOR REAL, I DON'T KNOW HOW TO ADD YELLOW
moves: 1
KNIGHT HP

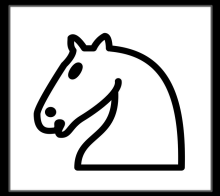

VICTORY IS
GETTING
CLOSER
EACH PACE
moves: 9
KNIGHT HP

C
B
A
100
%
TIME FOR
THE LAST
ATTACK...

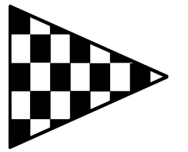

[DIALOGUE
OVERWRITEN]
INSERT CODE
FOR KEY
100
%
KNIGHT HP

D

moves: 3



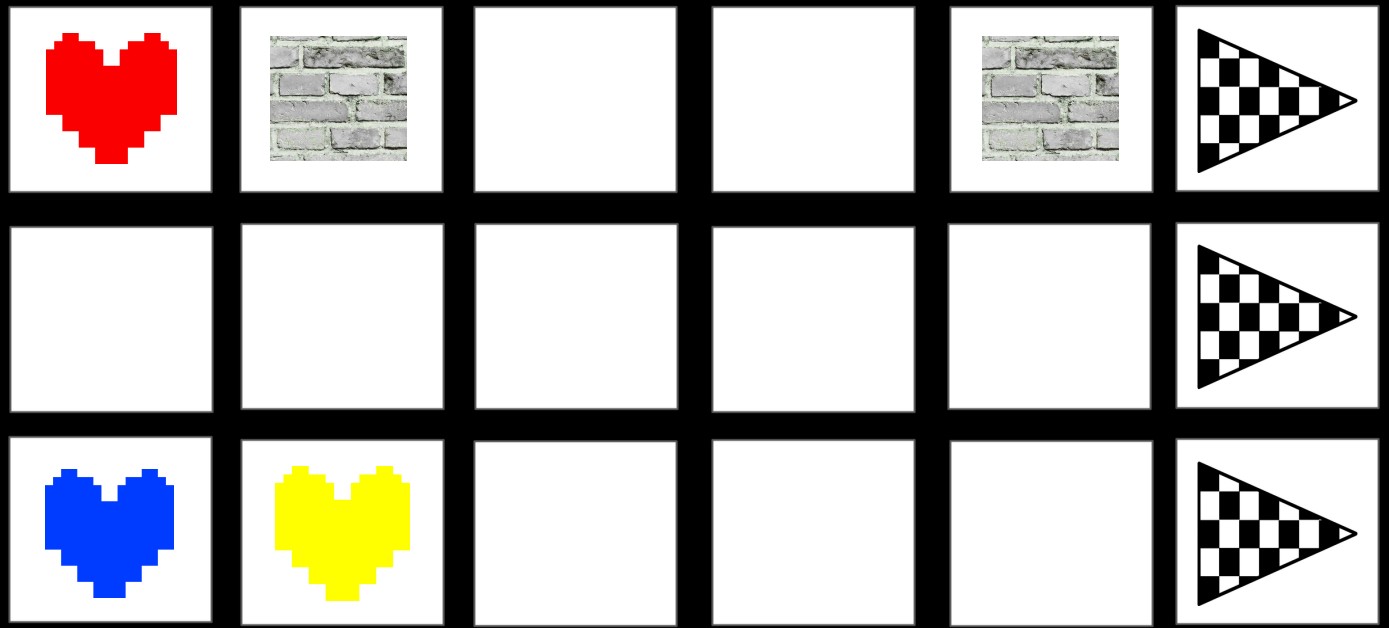
Complete Book D to remove this wall



Space Rupture

-15

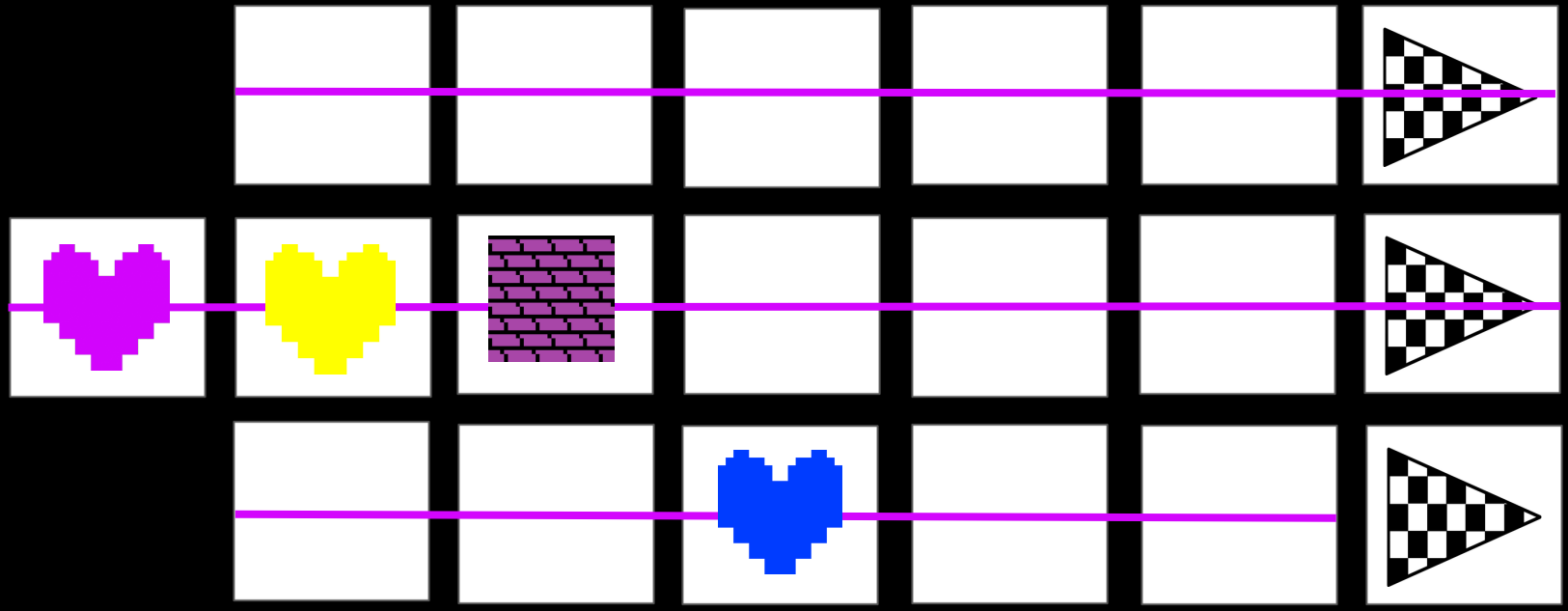
moves: 8



Driving

-16

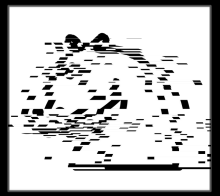
moves: 8

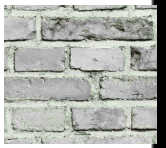


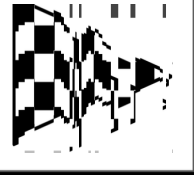
Motif

_!&

moves: $



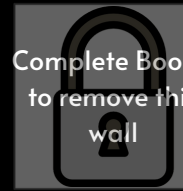


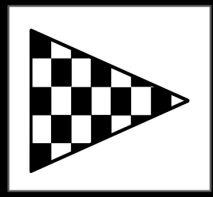


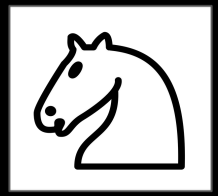
ccccccc

E

moves: ind







Space Rupture

whoo finally finished this all the way through! it was really really EVIL and really really EVIL!! I cannot imagine it was easy to construct so many EVIL puzzles so precisely!

i love EVIL cursed puzzles

666 Increasingly Cursed Knight Puzzles.EXE

EVIL Mechanics may need deducing.

Bro... why did you have to ruin EVIL chess?

Each EVIL puzzle only has one solution.

(the order in which EVIL things are done may vary but the underlying EVIL steps stay the same)

you were indeed not lying this is in fact EVIL
omg i just scrolled down a bit to take a look this gets EVIL what

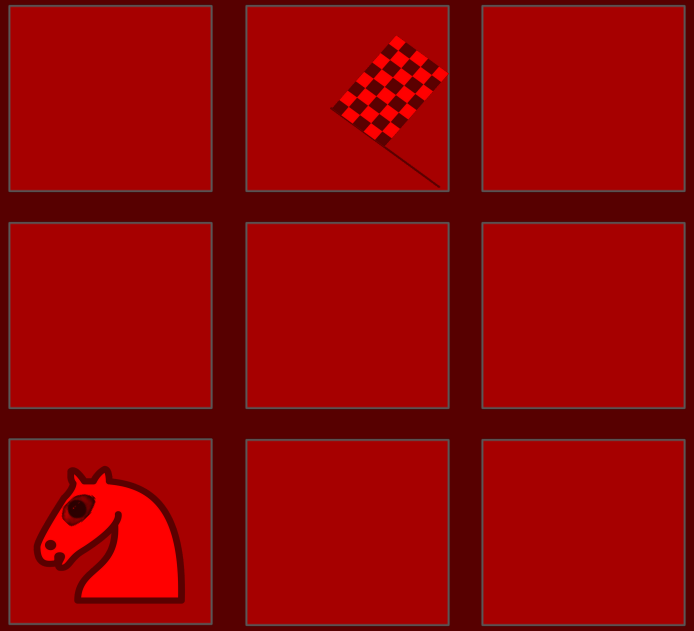
as an EVIL puzzle game. definitely something i would finish if i bumped into it on EVIL maths games

Ayo, this concept of "here's a EVIL symbol, figure out what it means lol f you" is EVIL

if you're gonna send me an shitty EVIL puzzle book just get it over with

E 1

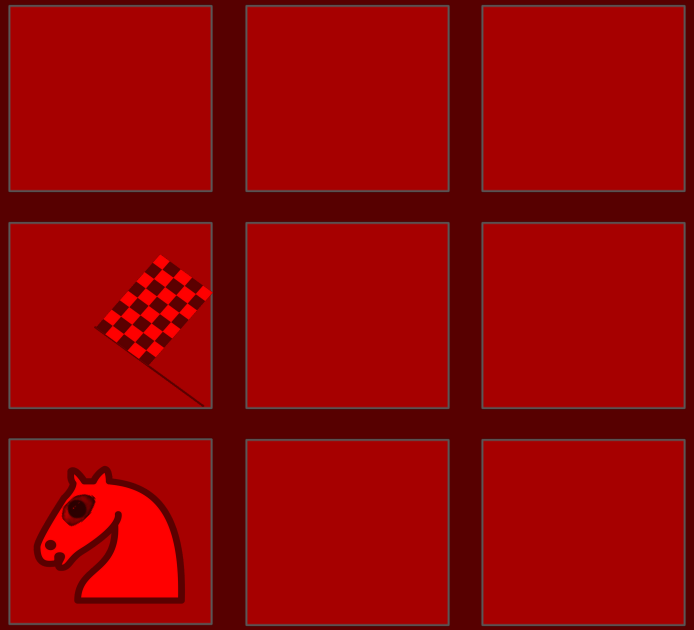
moves: 1



EVIL Jump

E 2

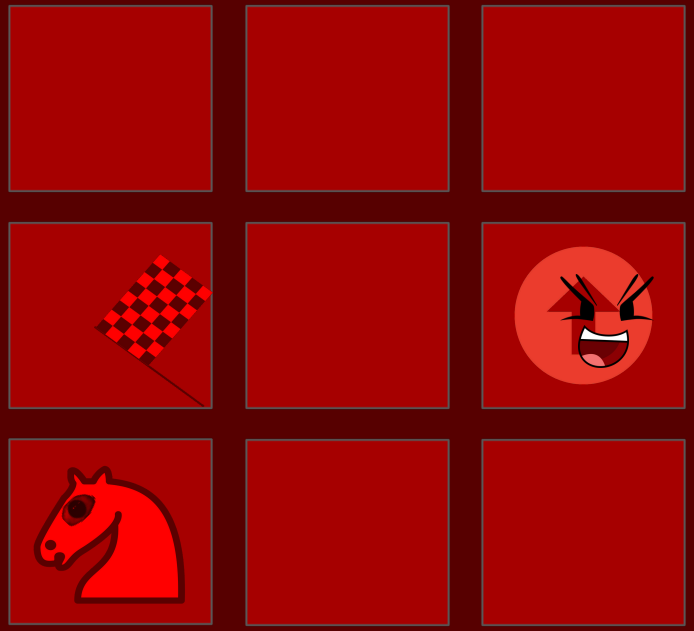
moves: 3



EVIL Triple Jump

E 3

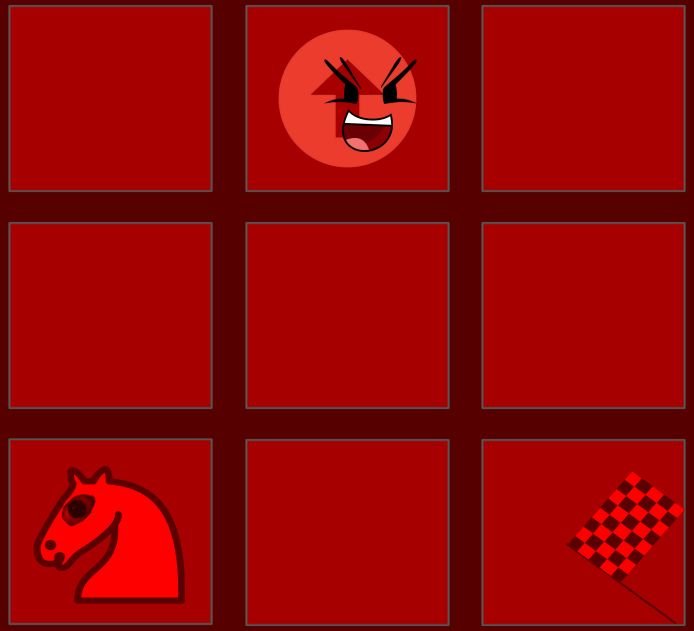
moves: 2



EVIL Arrow

E 4

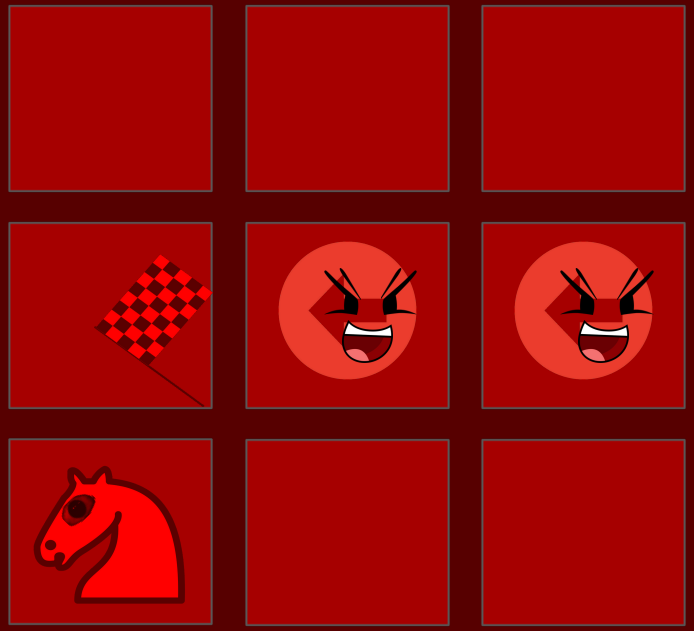
moves: 6



EVIL Mischievous Arrow

E 5

moves: 1



EVIL Chained Arrow

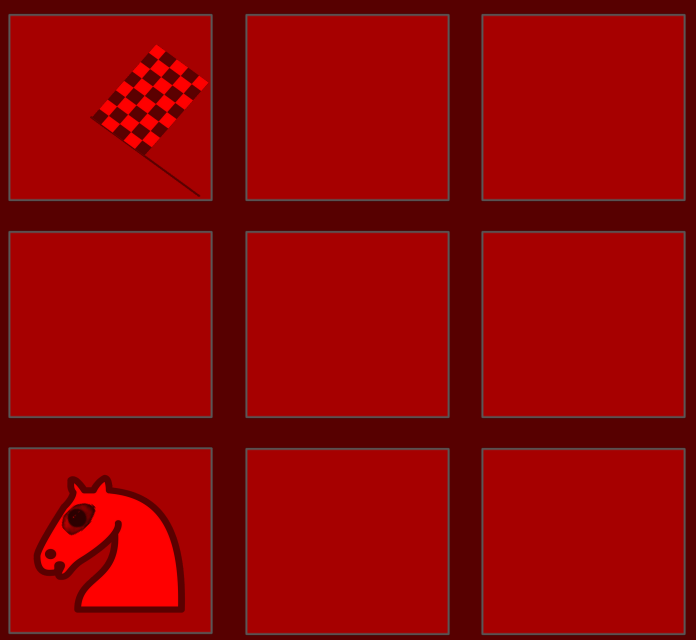
E 666

moves: 3

EVIL Chained Arrow

E 7

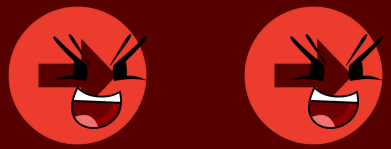
moves: 2

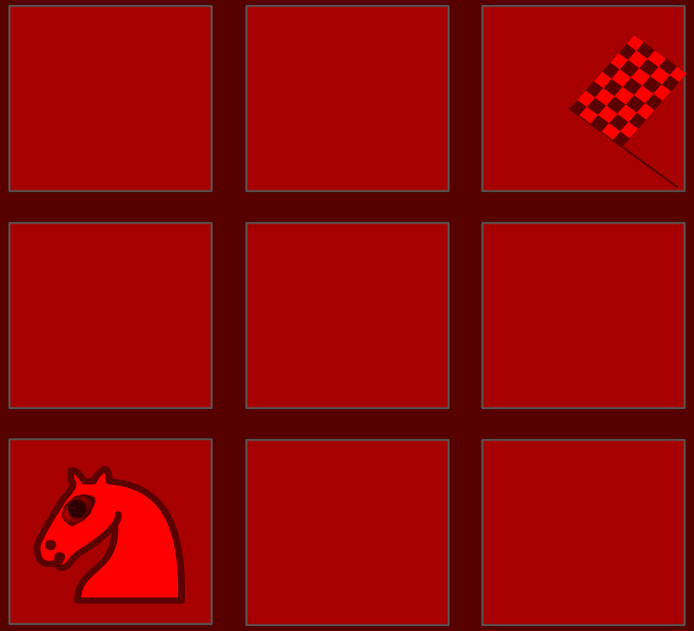


EVIL Void Arrow

E 8

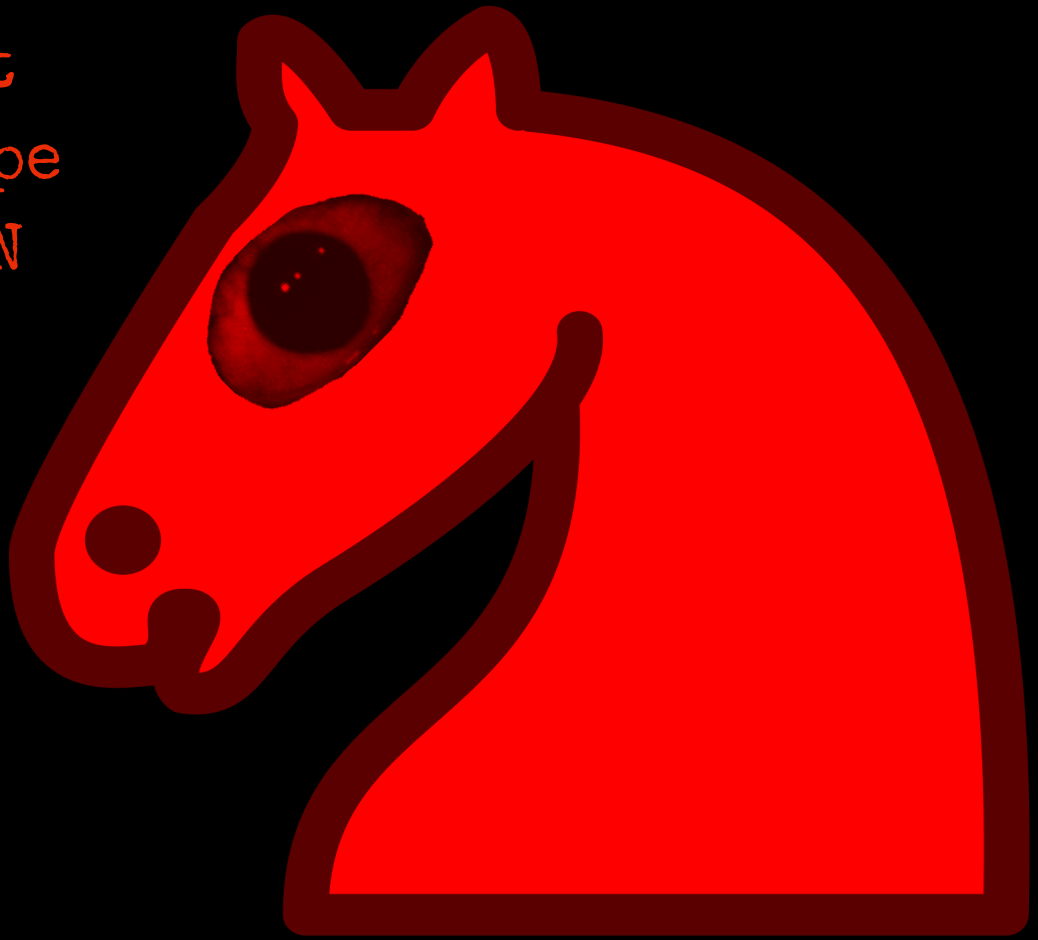
moves: 2





EVIL Void Chain

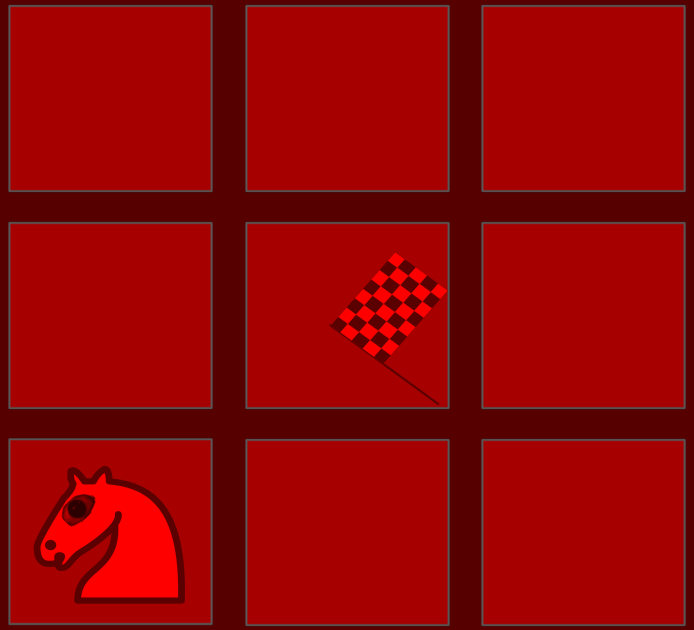
you can't
not escape
JONATHAN



E 9

moves: 2

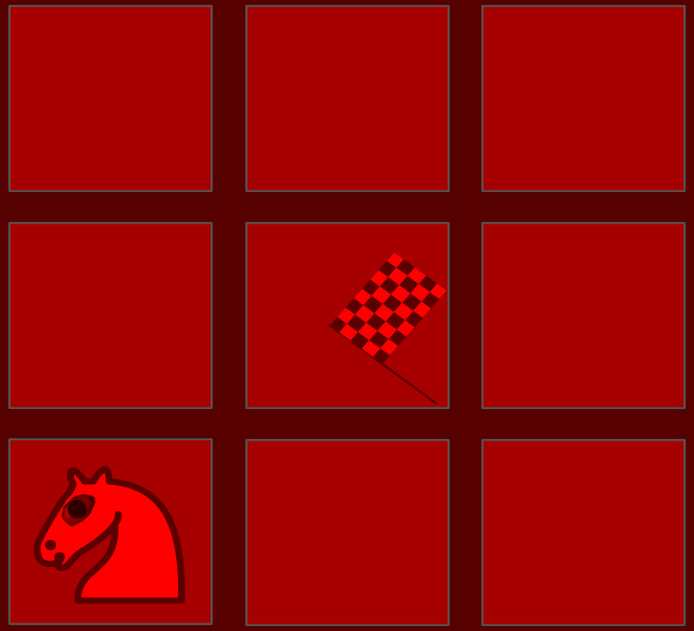
psst, this EVIL arrow is here so that there's just one EVIL solution. it's a EVIL herring.



EVIL Construction

E 10

moves: 2



EVIL Distant Construction

E 11

moves: 6

EVIL Obstruction

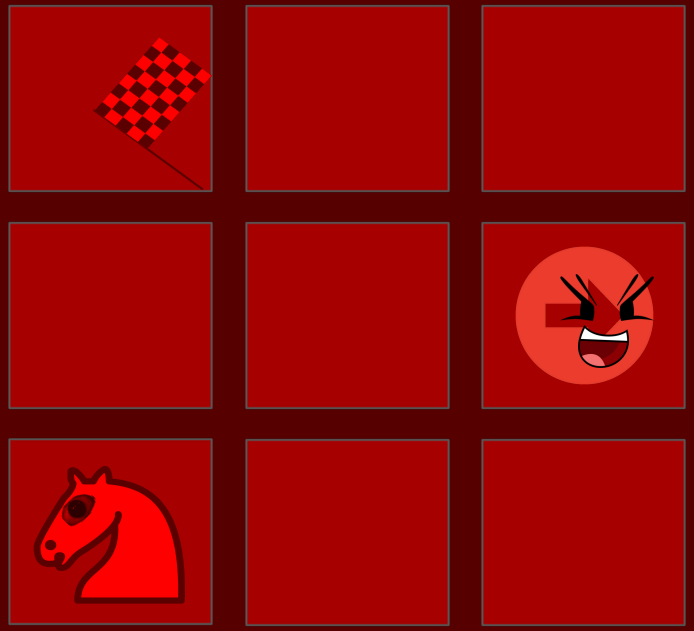
E 12

moves: 6

EVIL Demolition

E 13

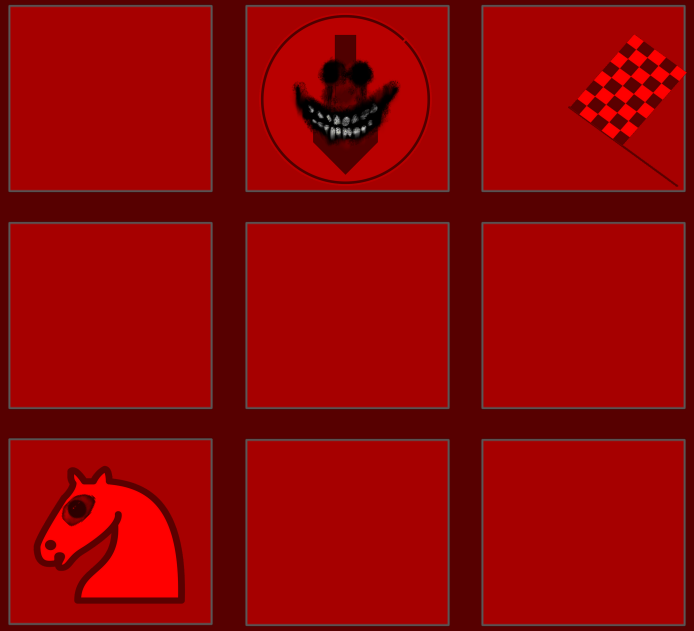
moves: 2



EVIL Renovation

E 14

moves: 2



Cool EVIL Arrow

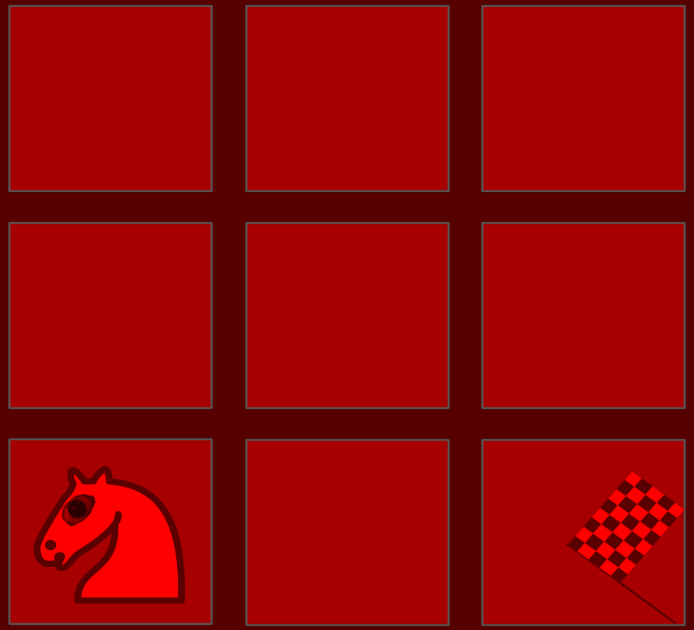
E 15

moves: 1

EVIL Dizzy

E 1666

moves: 1



EVIL DIY Arrow

E 17

moves: 1

EVIL DIY Chain

stop running
from your
sins
JONATHAN

E 18
moves: 2
EVIL Reinforcement

E 19

moves: 2

EVIL Blockade

E 20
moves: 3
EVIL Detour

E 21
moves: 5
EVIL Re-entry

E 22

moves: 5

EVIL Sidequest

E 23

moves: 4

EVIL Heist

E 24
moves: 4
EVIL Jailbreak

E 25

moves: 7

EVIL Decay

E 2666

moves: 7

EVIL Irreplaceable

E 27
moves: 8
EVIL Heist 2

E 28
moves: 2
EVIL Jailbreak 2

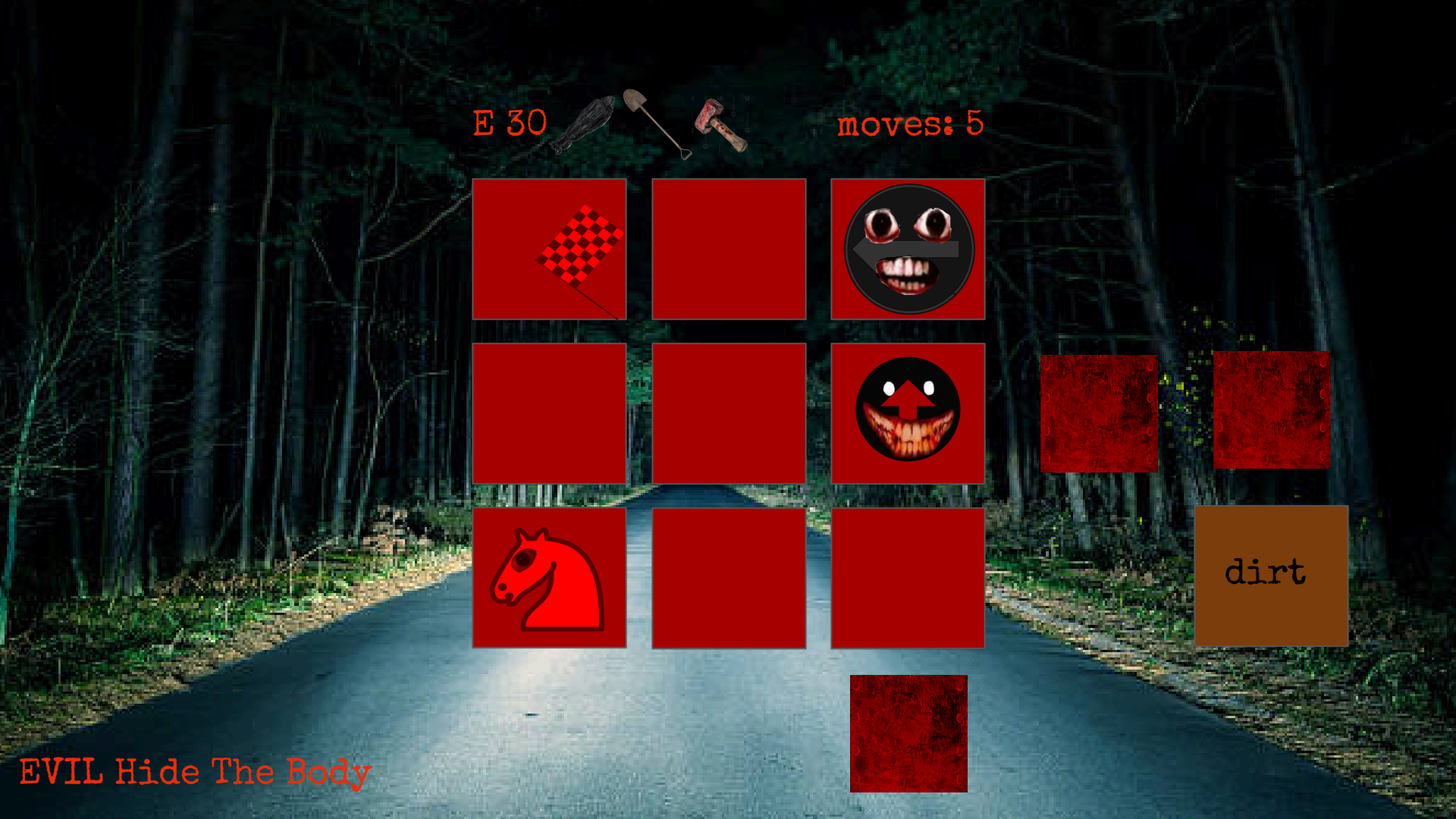
you're are
forcing me
to do it
JONATHAN

stop solving
this book

E 29

moves: 7

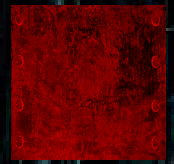
EVIL Unfinished Business

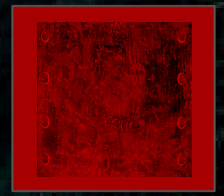

E 30
moves: 5
dirt
EVIL Hide The Body

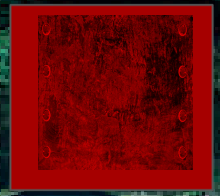
E 31
moves: 2
EVIL Jailbreak 3

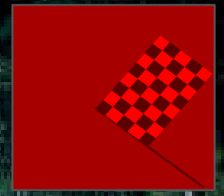
E 32

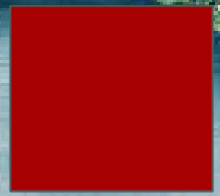
moves: 6









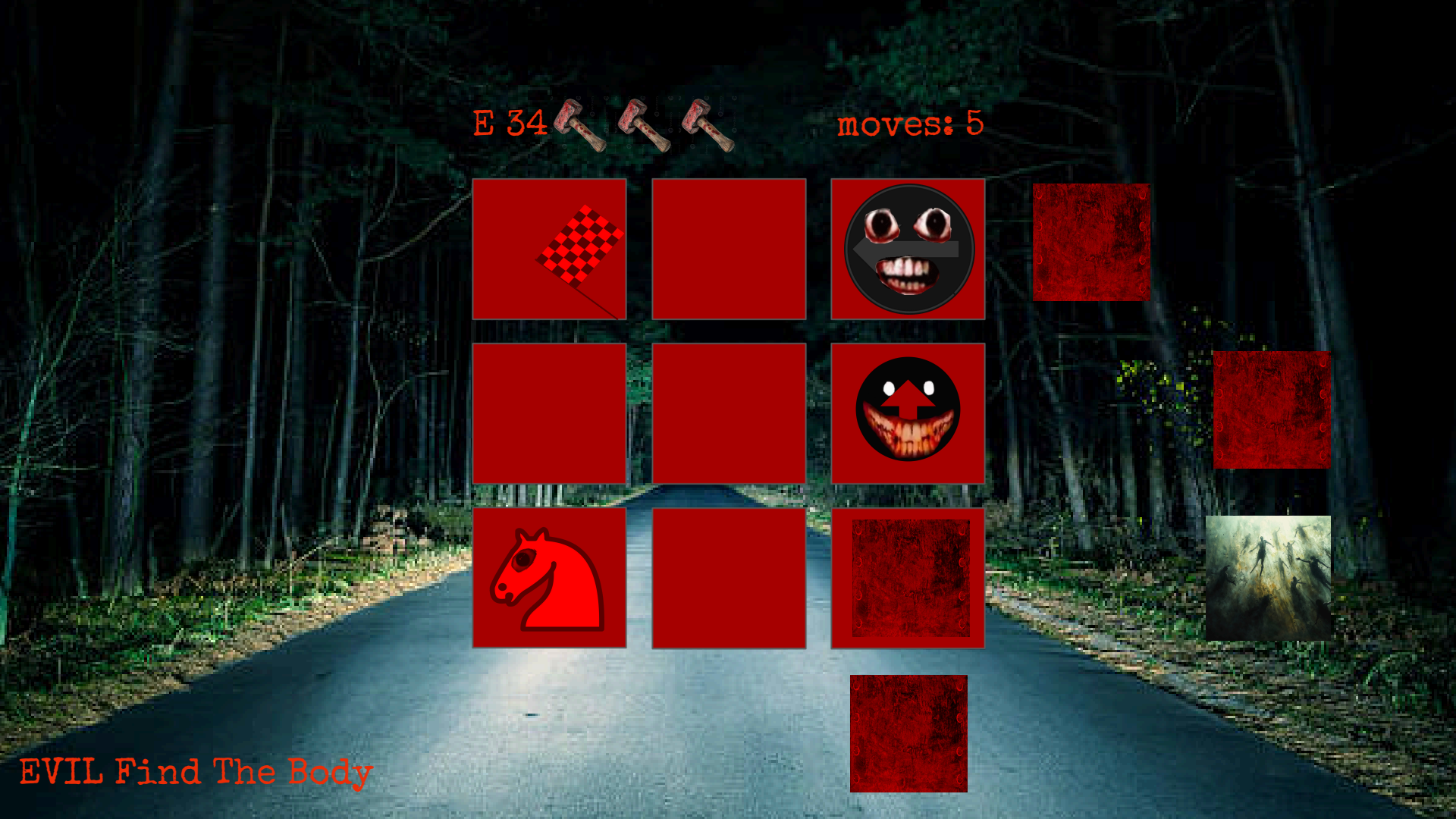


EVIL Deceit

E 33

moves: 4

EVIL Delay


E 34
moves: 5
EVIL Find The Body

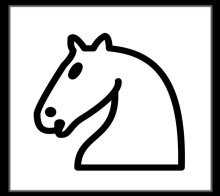
E 35
moves: 4
EVIL Jail

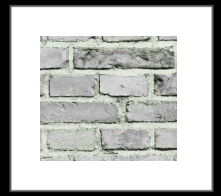
it's over
JONATHAN

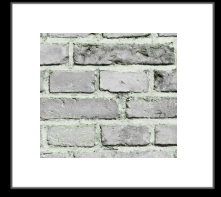
jumpscare

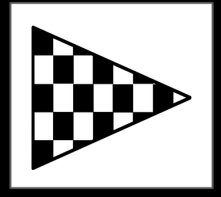
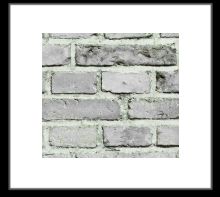
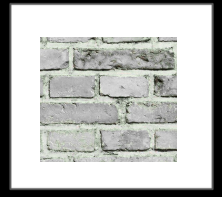
E

moves: 3





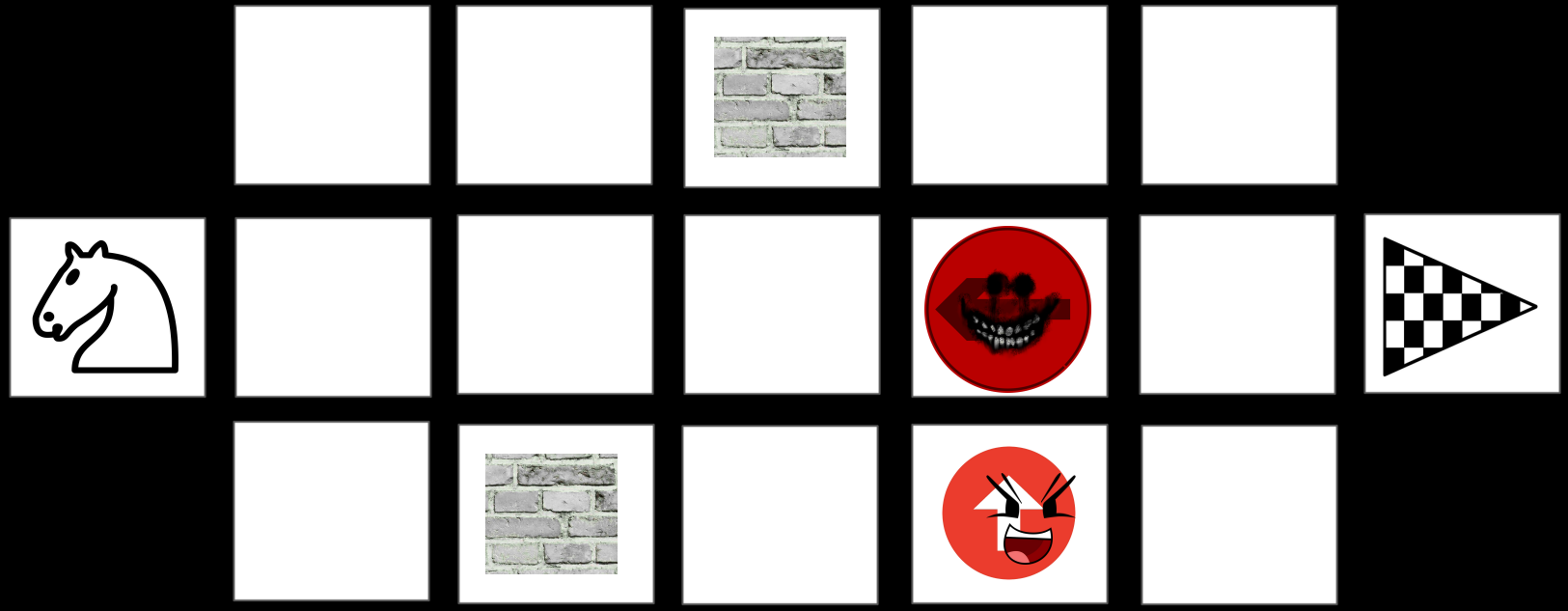


Space Rupture

-18

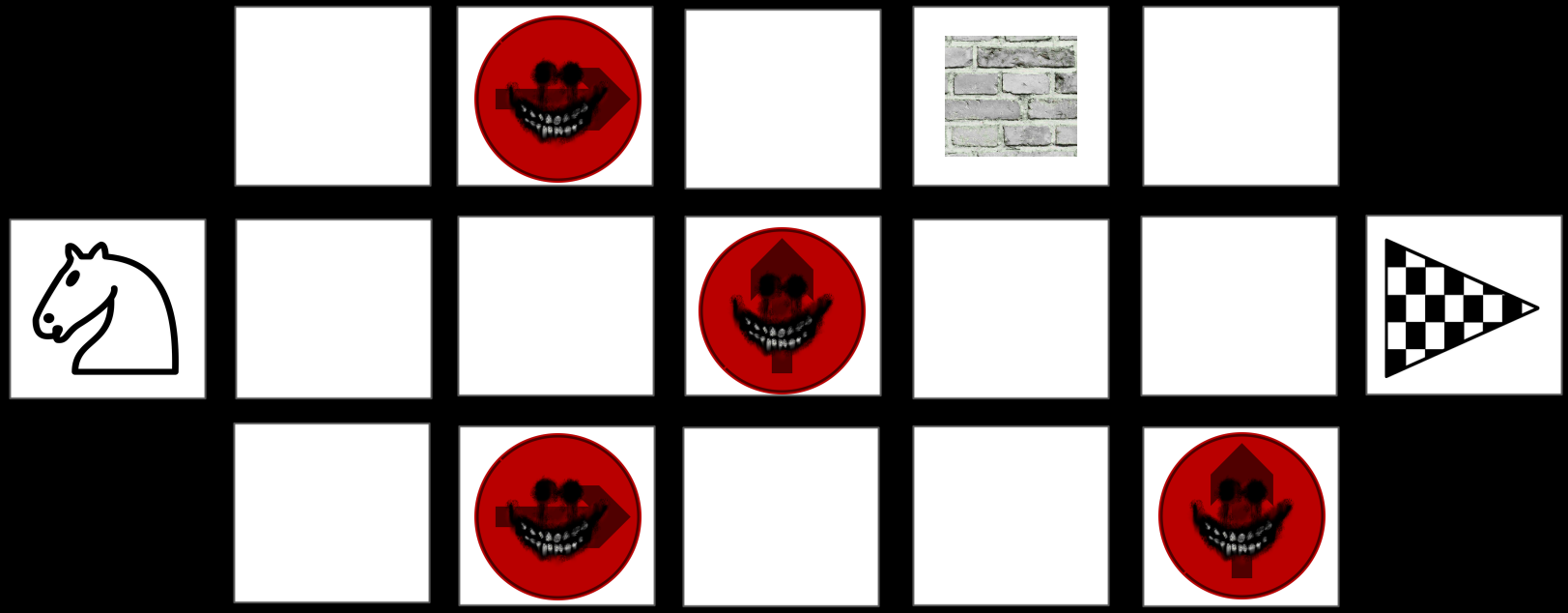
moves: 3



me when i ran out of ideas

-20

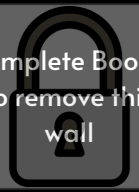
moves: 2

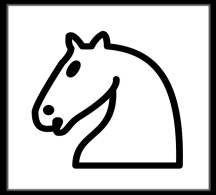


im bad at making regular knight puzzles

F

moves: ind





Space Rupture

man i love numbers
-me

if you're gonna send me a sudoku just get it over with

send
frogs

15 Increasingly Cursed Loop Puzzles

Mechanics need deducing.

Each puzzle only has one solution

how to make something confusing even more confusing

what
- someone in india

this is what happeds when a person has a lack of maidens on their life

F Tutorial

In this book, you must draw a loop around the images that satisfy the caption.

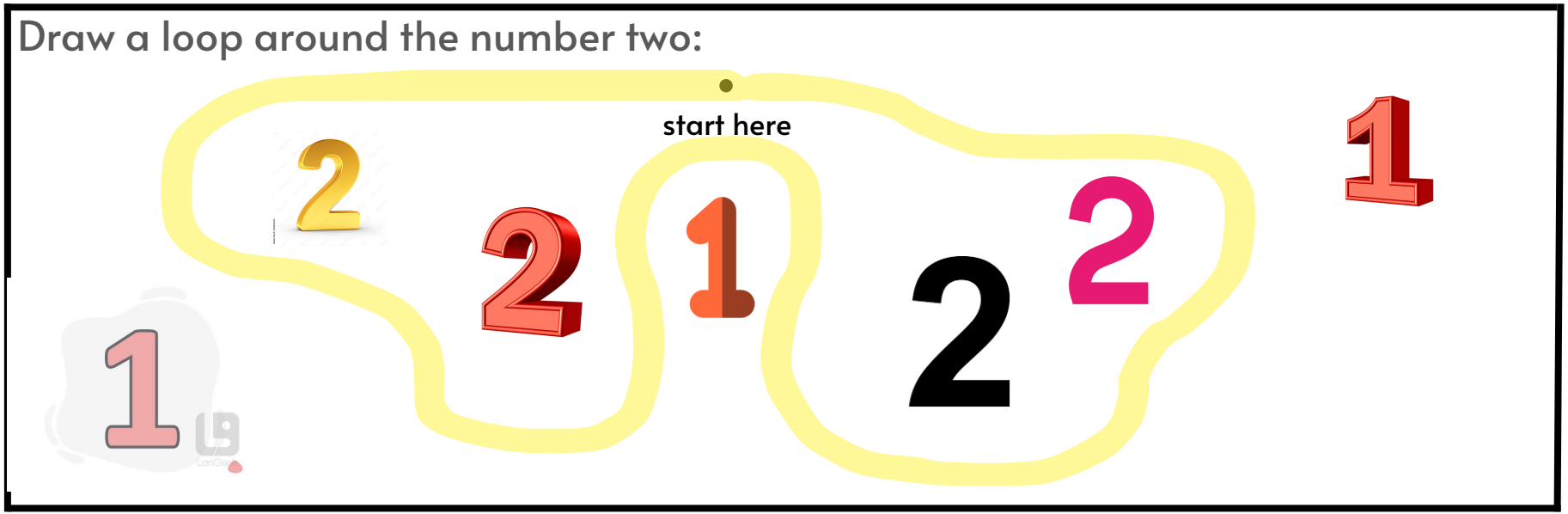
There's at least one image in the loop

The loop cannot [redacted]

Any other images [redacted] must not be contained in.

Example:

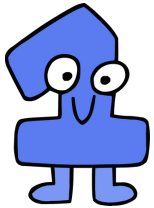
Draw a loop around the number two:



F 1

Draw a loop around the number one:

start here



Draw a loop around the letters:

start here

W

6

D

5

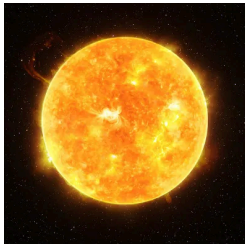
F 3

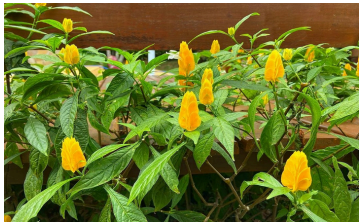
Draw a loop around the solid objects:

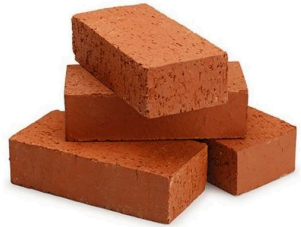
start here

Draw a loop around the plants:

start here

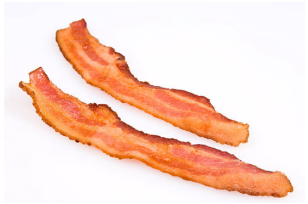






Draw a loop around the ingridients for a omelet:

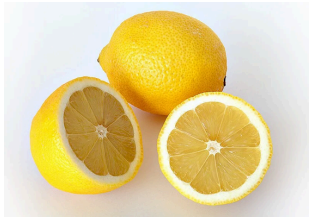
start here



shutterstock.com · 63085969

Draw a loop around the ingridients for orange ice cream:

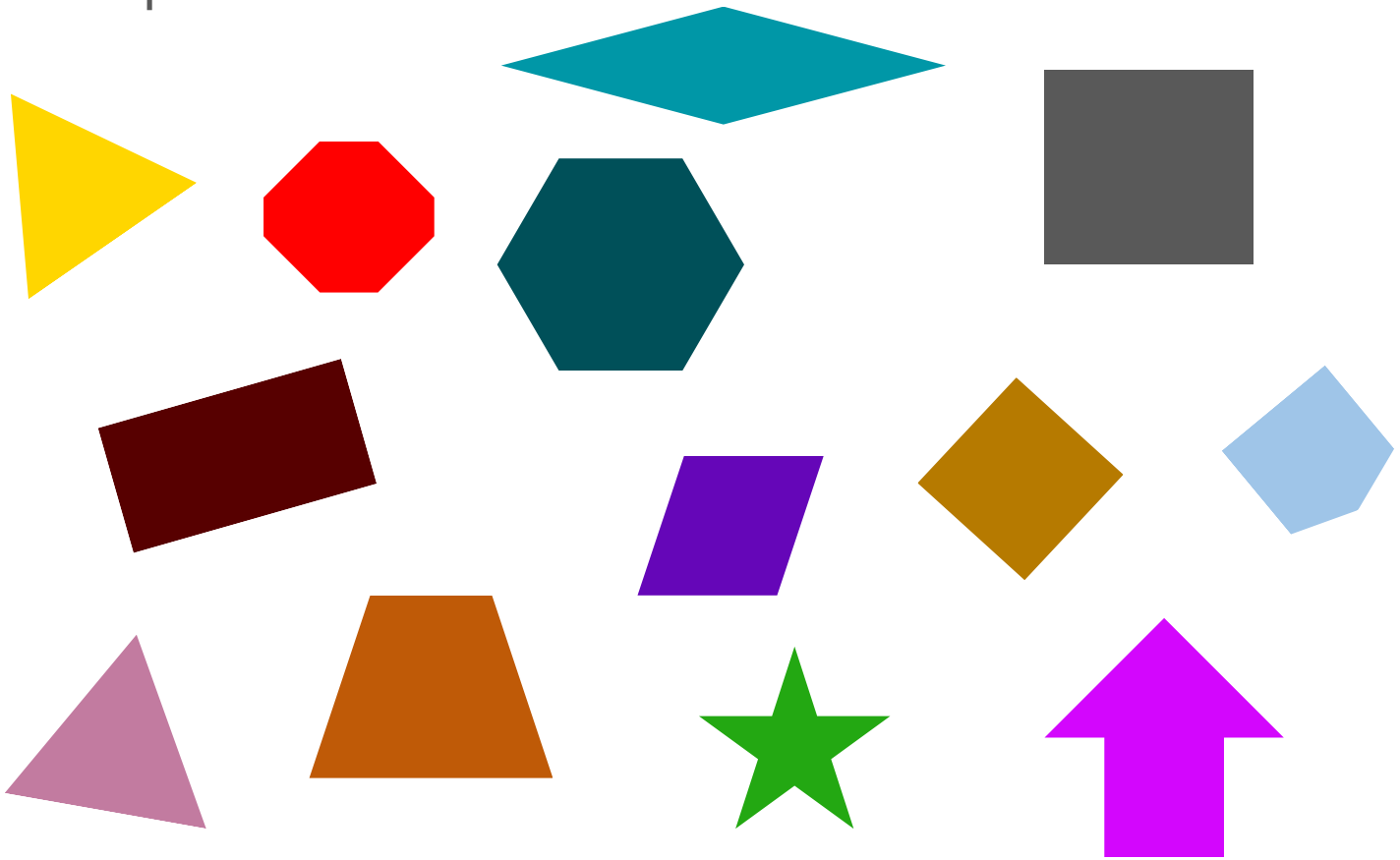
start here



shutterstock.com · 54423547

Draw a loop around the quadrilaterals:

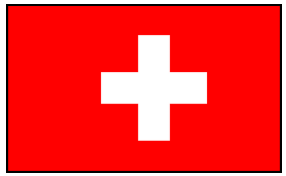
start here



F 8

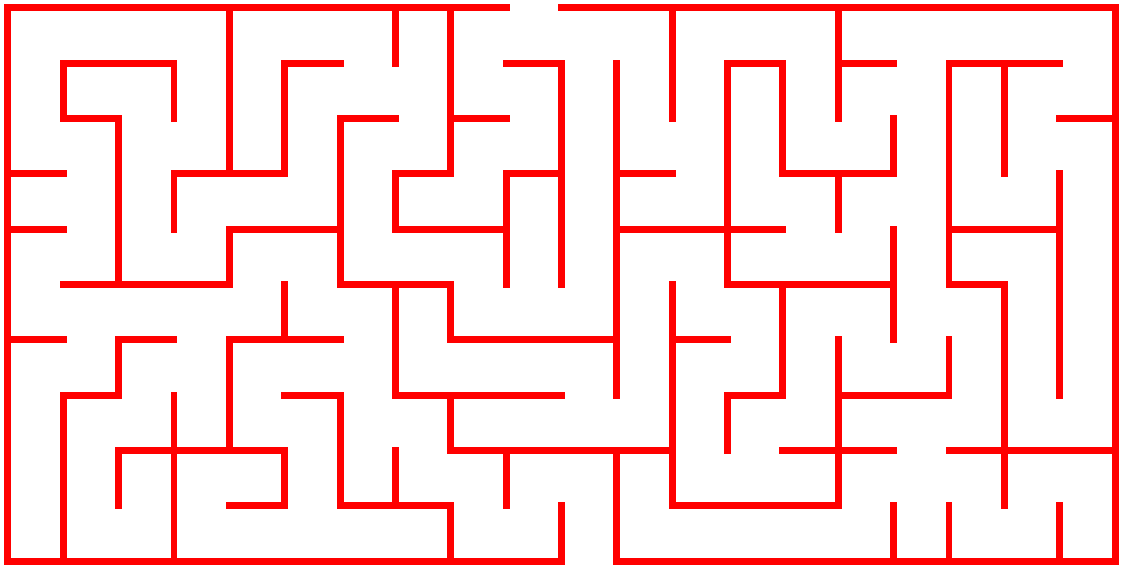
Draw a loop around the real countries flags:

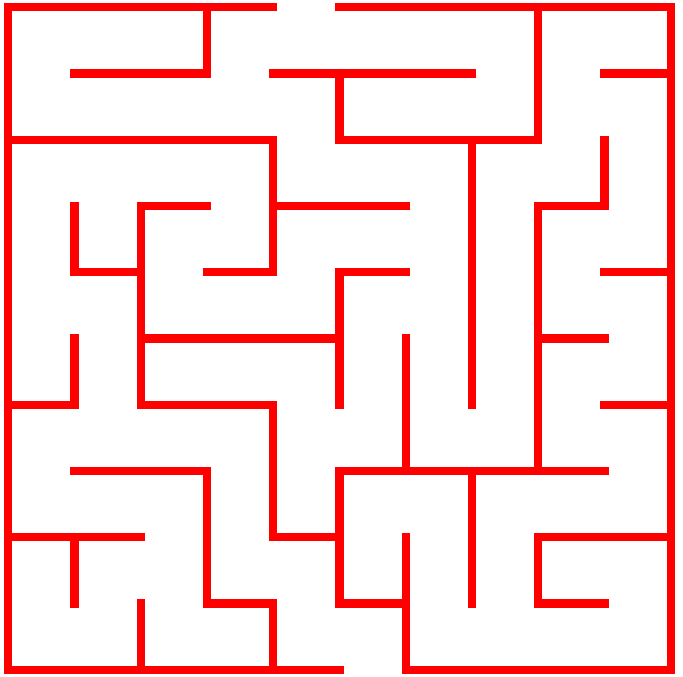
start here



Draw a loop that solves both mazes:

start here

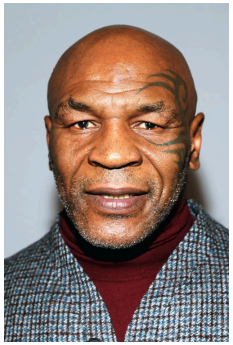


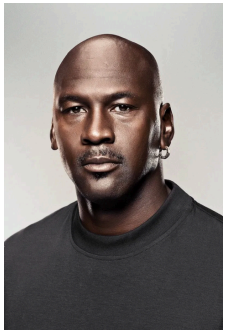


F 10

Draw a loop around the Michaels:

start here





F 11

I

Draw a loop over the biggest number:

start here

$\sqrt{8649}$

10!

∞

91/3

$$\begin{array}{r} 567 \\ \times\ 6 \\ \hline \end{array}$$

9

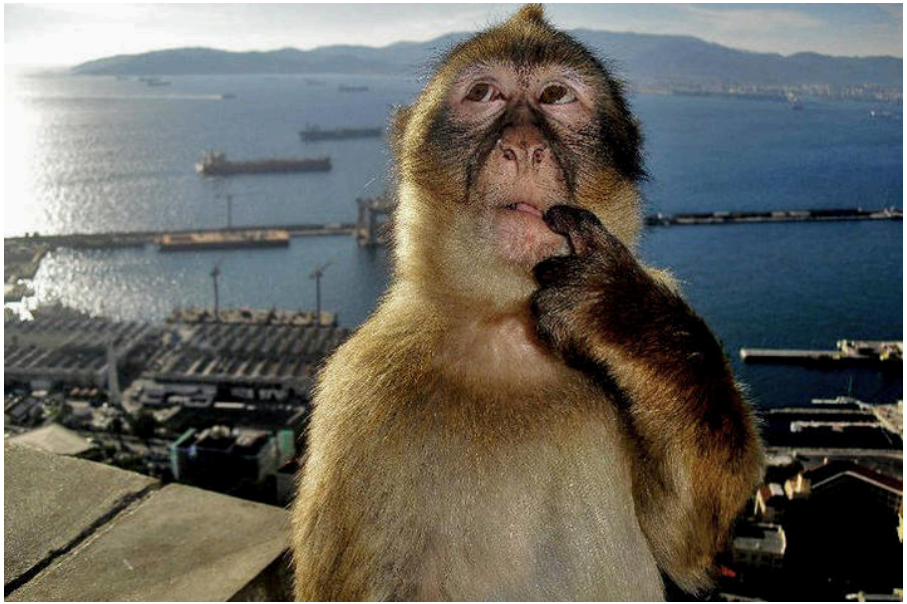
Googol

54!

1,000,000,000,000,000,000

F 12

Draw a loop over the uh... the uhhh... uhhhhhhhhhhhhhhhhhhhhhhhhhhh:



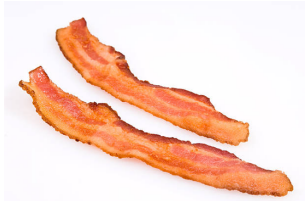
start here

F 13

Draw a loop over the images:

start here

2



F 14

Draw a loop over the colors:

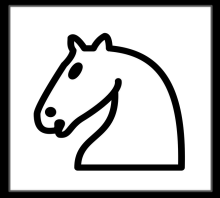
start here

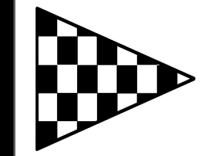
start here

2

F

moves: 3





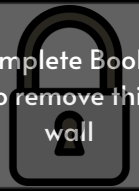
Complete Book F to remove this wall

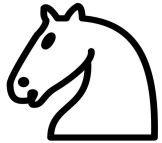
Space Rupture

pretend there's 4
very cool loop
puzzles here

G

moves: ind





Unstable Reality

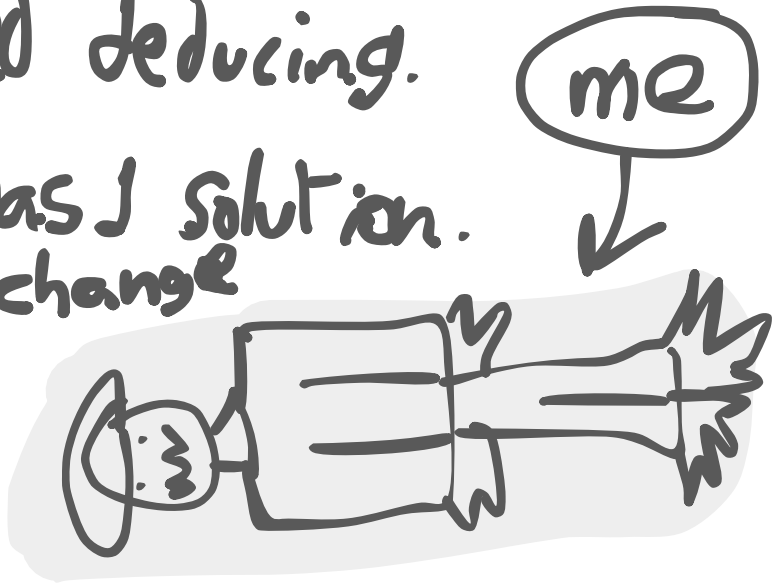
Test TEST Test

300 Increasingly Unstable Knight Puzzles BETA

Mechanics may need deducing.

Each puzzle only has 1 solution.
Things are subject to change

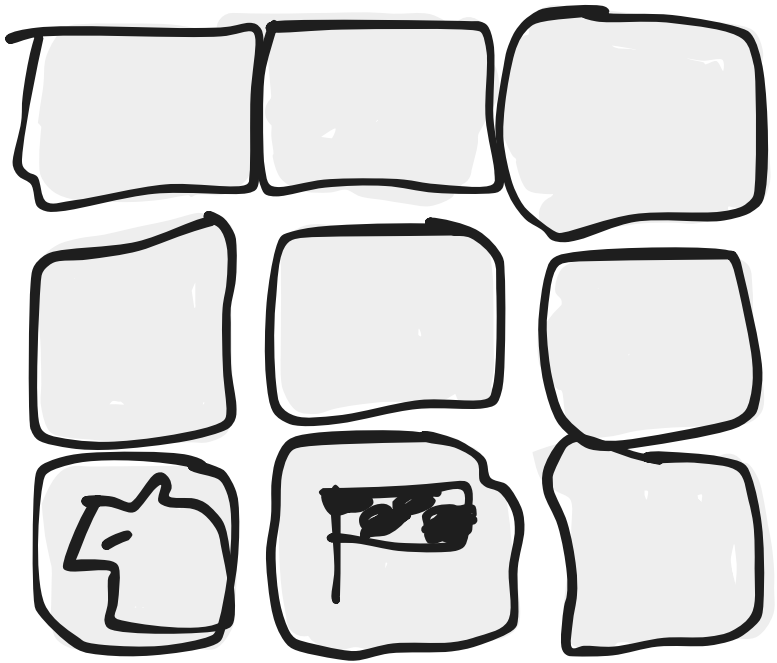
i love
cursed puzzles



Beta

1

moves: 3



Jumping

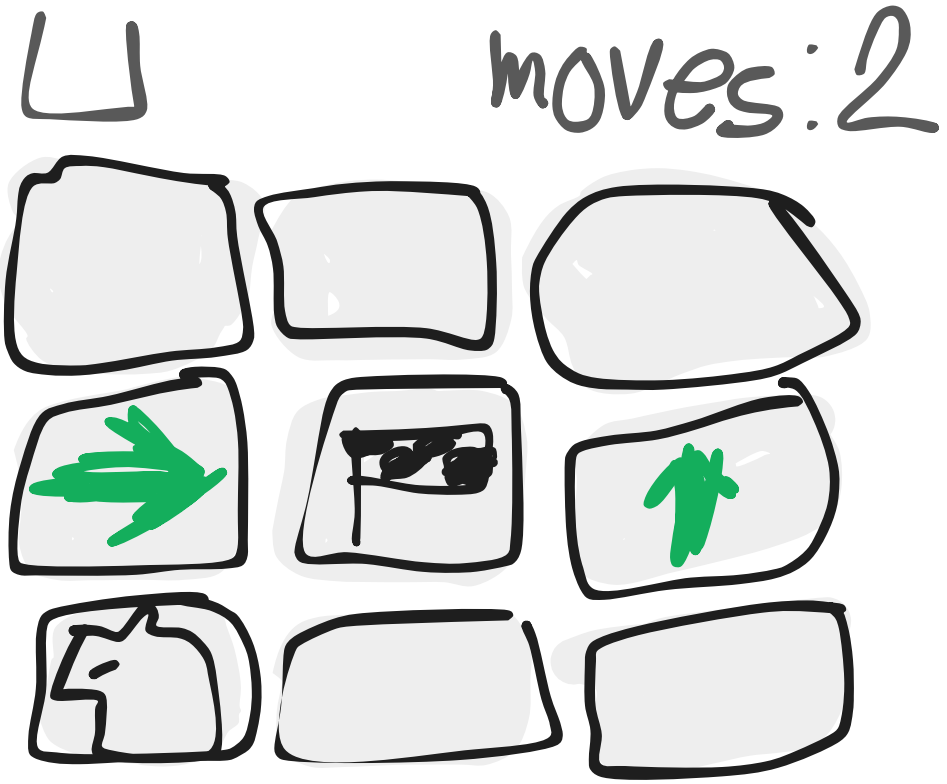
Beta

L

moves: 1

Sliding

Beta

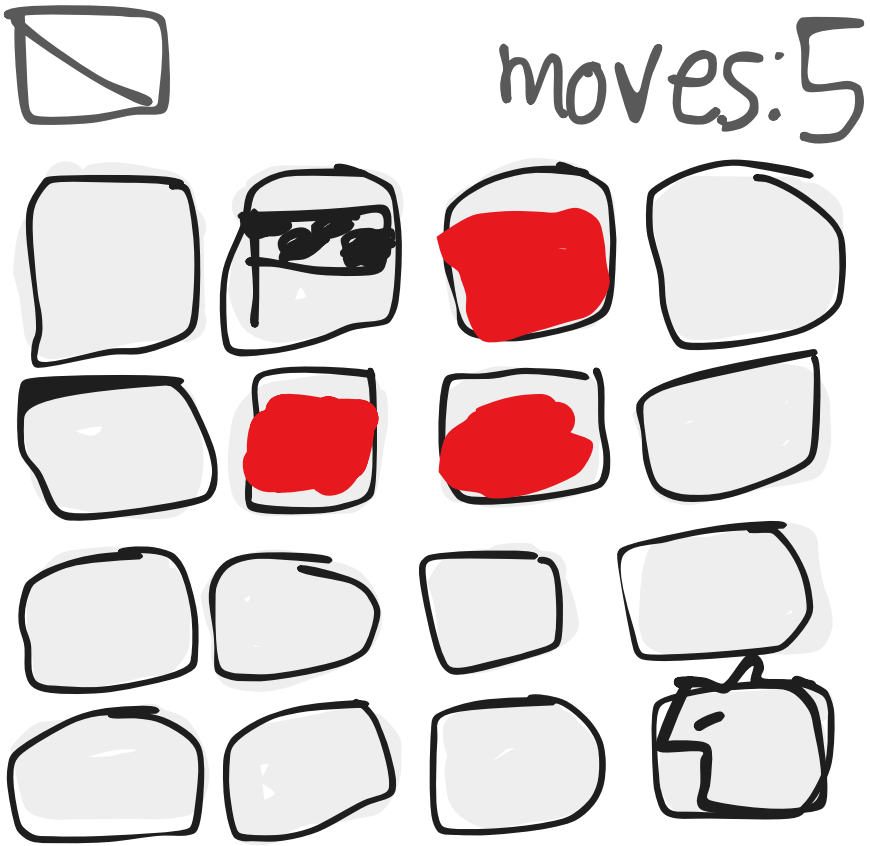


Revolving the World

Beta

How Arrowing

Beta

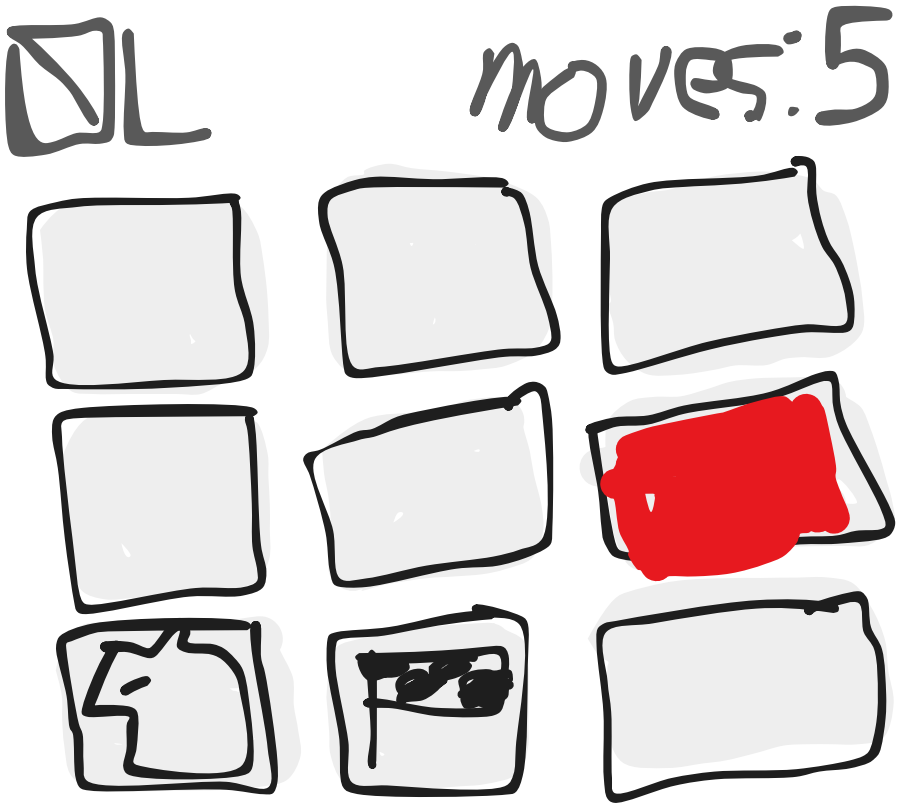


Blocking

Beta

Jumping 2

Beta



Alt Jumping

ickp1979

As the cold breeze sends me flying, i find myself once again on the same three by three tiled grid. These repeating light grey squares are agonizing to look after the four hundredth time. Is some sort of punishment from the above? Why would a poor honse like myself need to suffer on these brain twisting trials? I was raised to jump through the grassy fields of my hometown while enjoying the freshly picked apples my wife and kids choose... I miss my family... I miss my sweet home... I miss the dazzling glare my wife has, those crystal blue eyes... I miss the embrance of my children, they’re catching up on papa’s speed... they grow up so fast.
>Continue

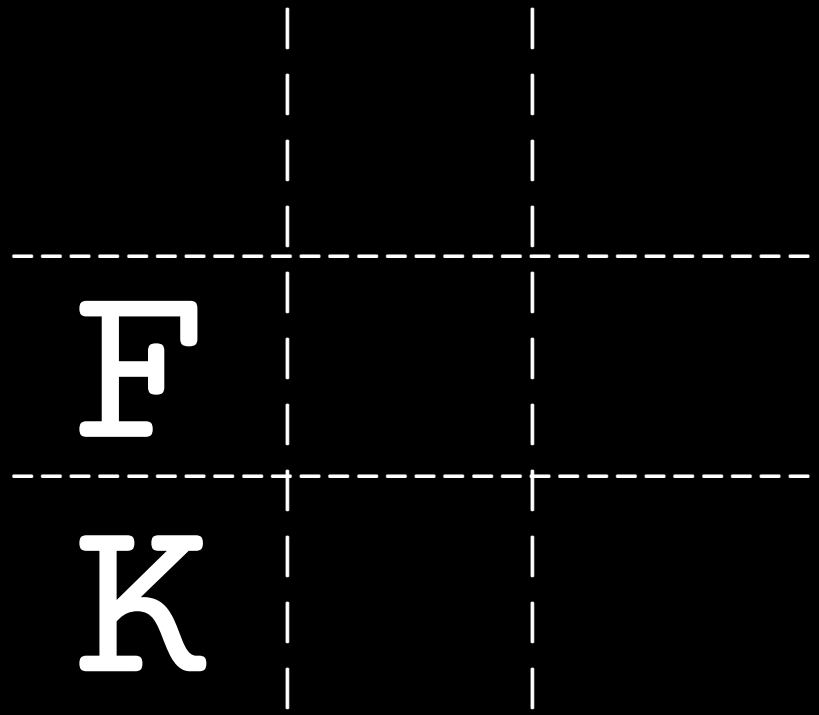
ickp1979

I look around , quickly noticing the lack of color in the sky. Seems like there’s a new gikmicky section of this hellhole. Better tr

>Start G8

ickp1979

G8 moves: 3



ickp1979

I don’t get understand the logic of this place, letters replacing the visuals? What sort of lunacy is this? I pray to God to protect me from the hazards i stumble in here.
>Start G9

ickp1979

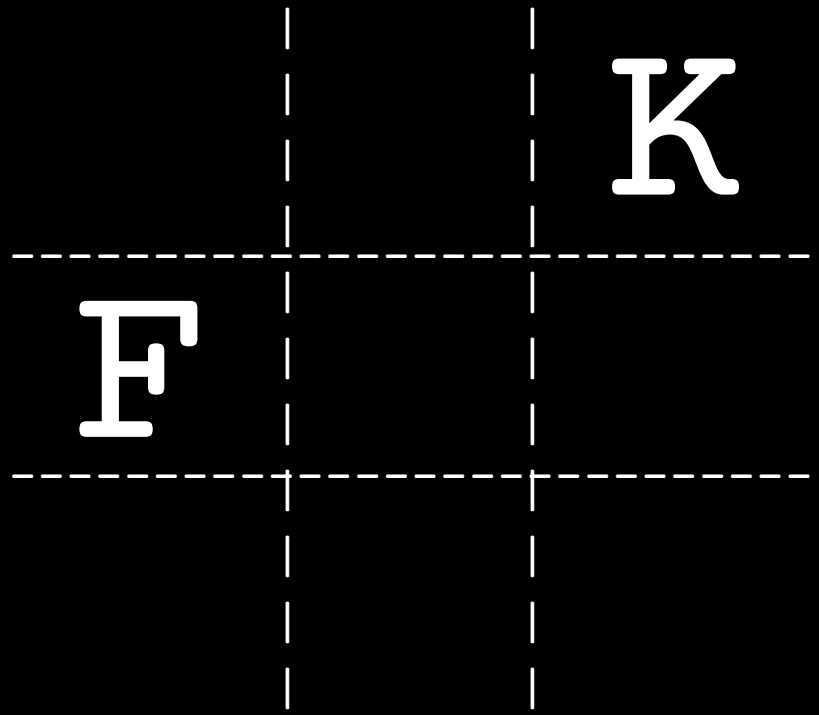
ickp1979

I don’t have enough moves to reach the end? Is this one impossible? There’s no 2 move configuration that reaches the end.
>Continue G9

ickp1979

G9

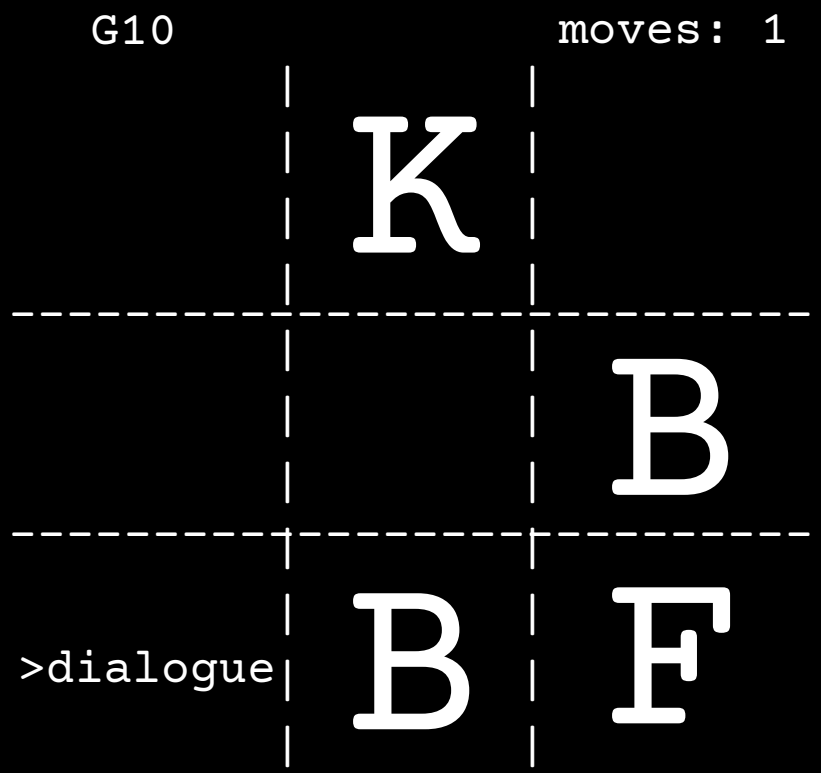
moves: 1



ickp1979

The move counter changed magically... That’s the wack stuff i was not signing in for. I did not pick this book to get cursed move counters shoved in my face. How would that even be implemented as a puzzle component?
>Start G10

ickp1979

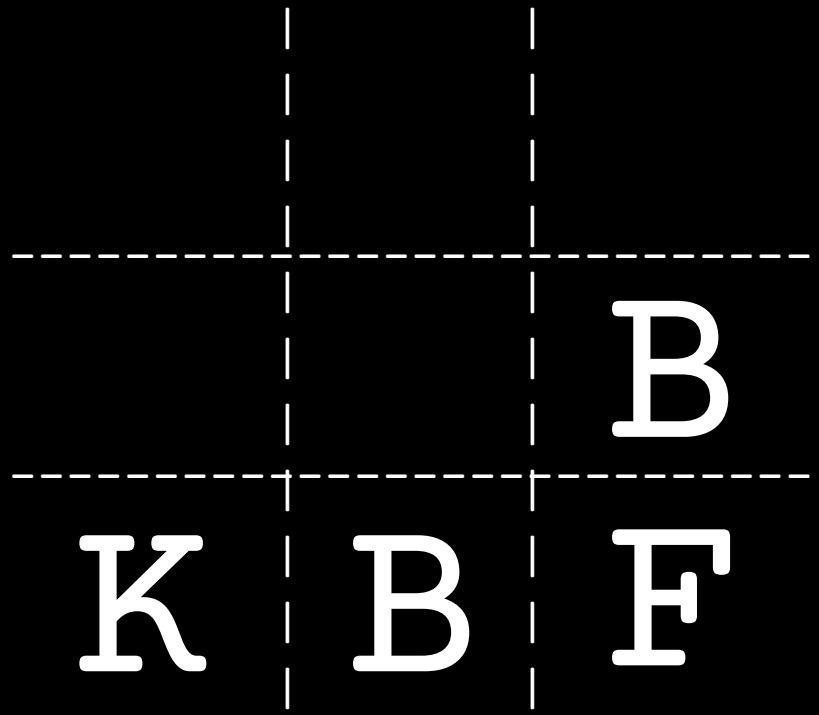


ickp1979

Ok there’s no cursed sheet that would make me able to walk over there. There isn’t even a hammer so i can jump around the bricks. What do i even do here?
>Continue G10

ickp1979

bishop moves: 2
G10
moves: 0

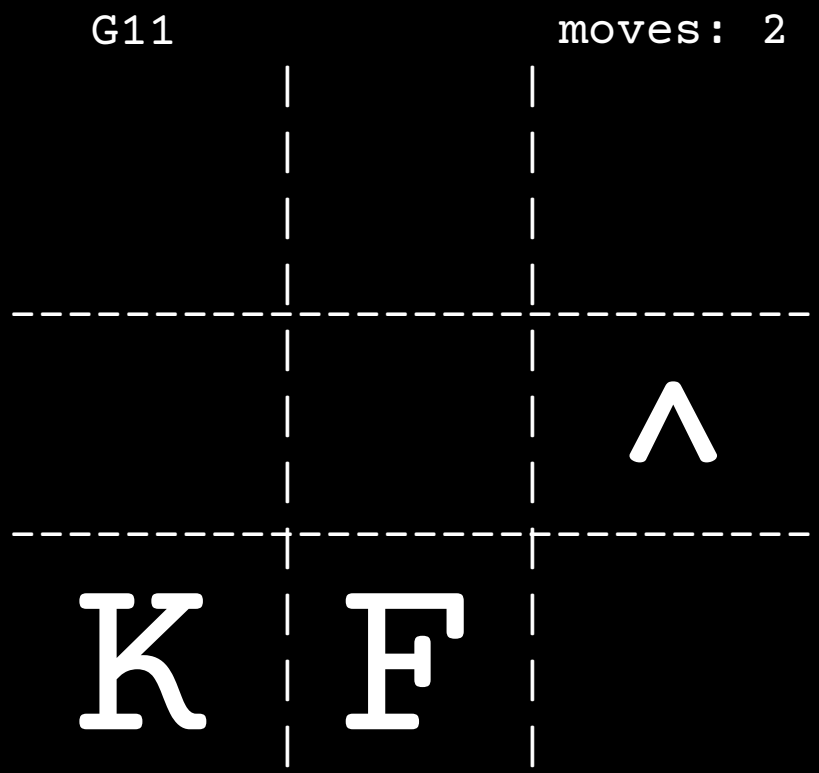


ickp1979

Oh- OH yeah of course yeah a new move counter appears out of FUCKING nowhere ah yes that’s some great puzzle design! I need to get out of this prison.

>Start G11

ickp1979



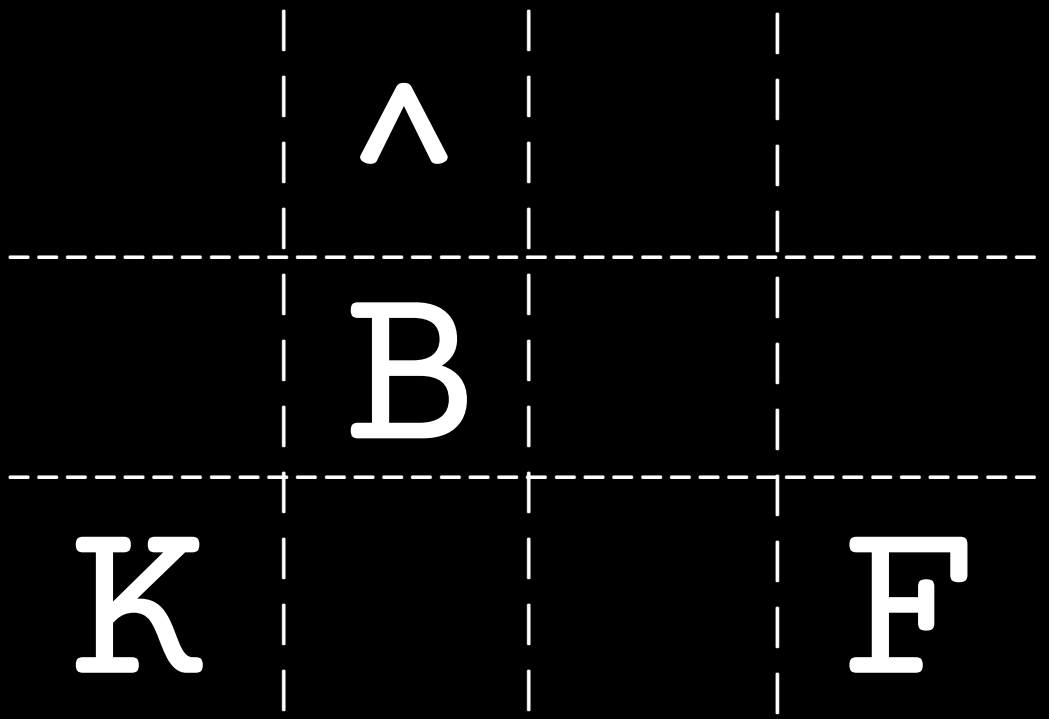
ickp1979

oh great the arrow is here. This is definitly not getting weird...

>Start G12

ickp1979

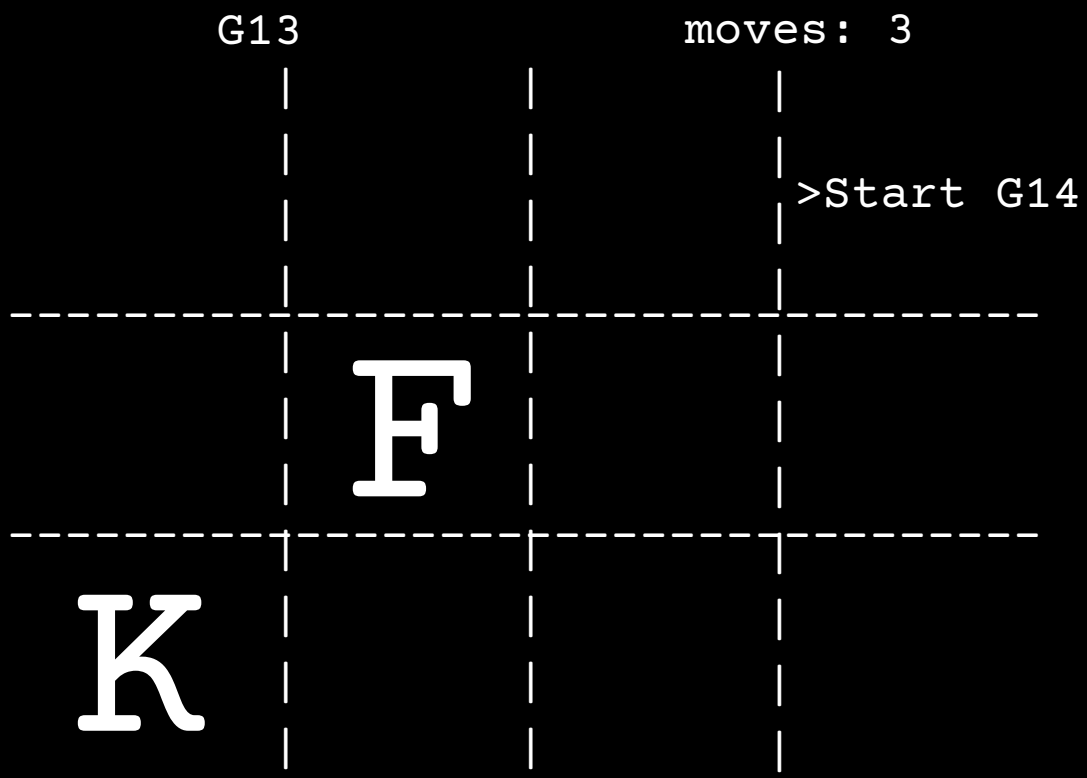
bishop moves: 1
moves: 1



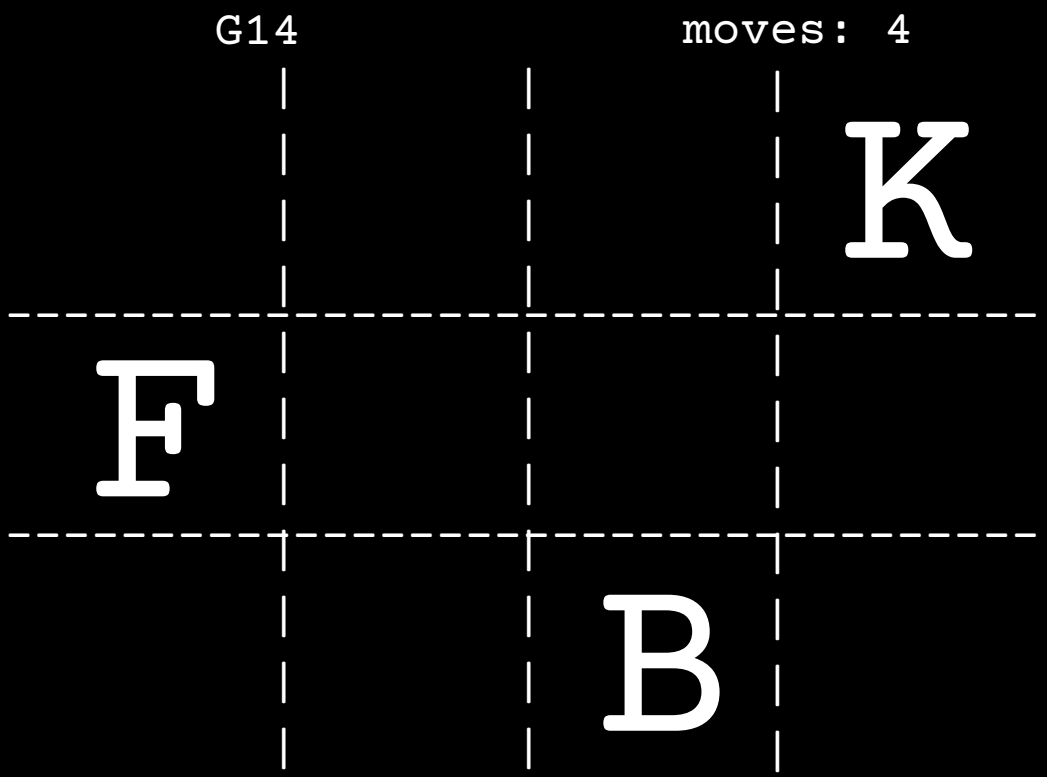
ickp1979

```
...
>Start G13
```

ickp1979



ickp1979

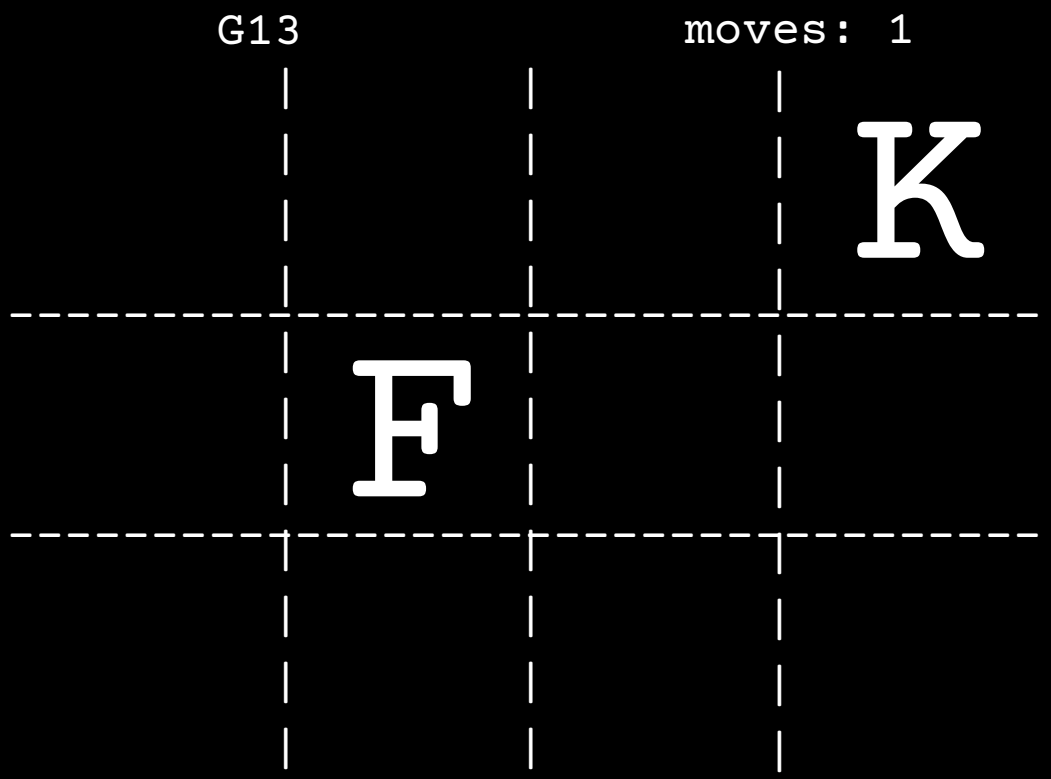


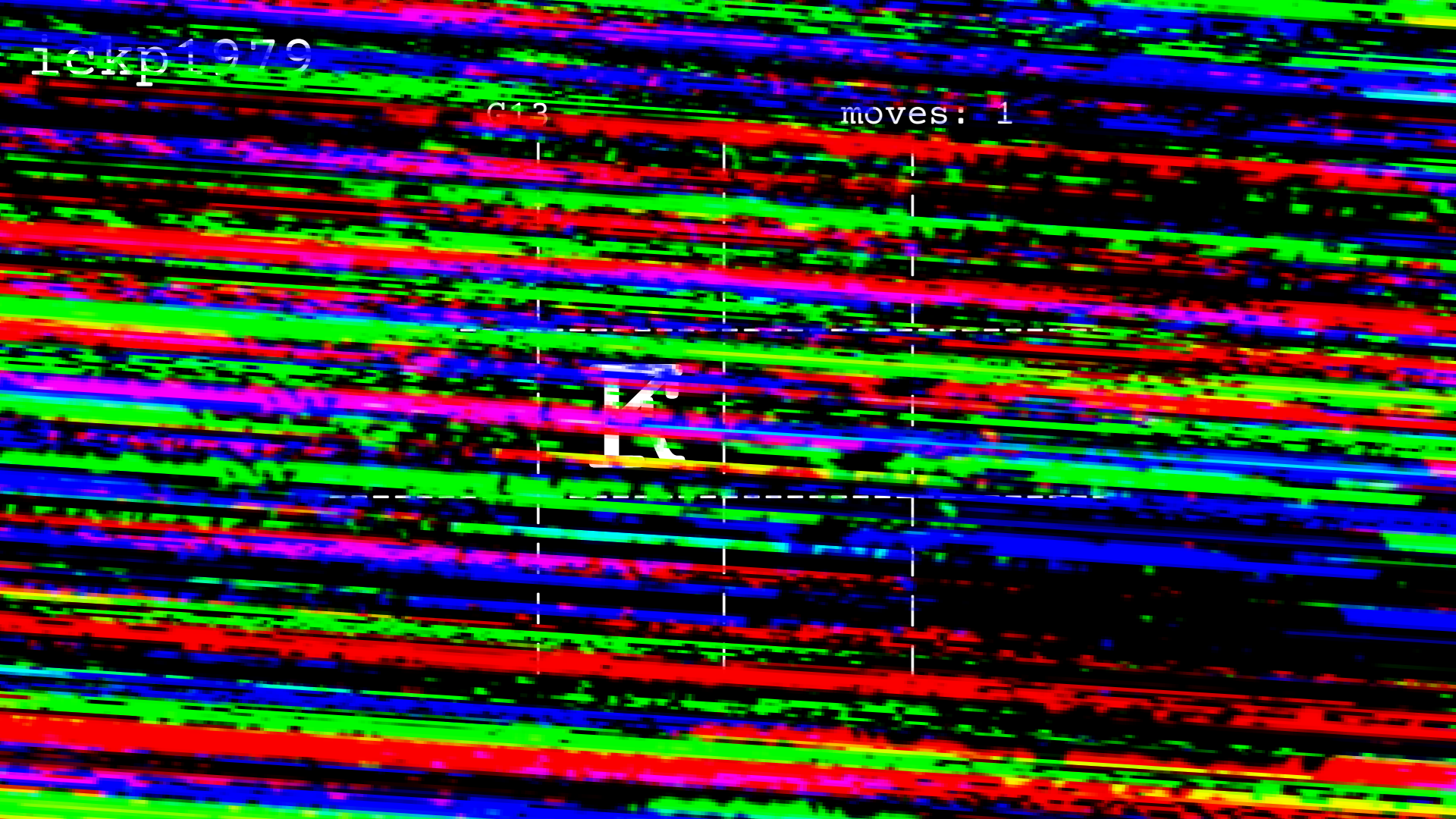
ickp1979

Wait what? There’s level skipping now?

>Continue G13

ickp1979

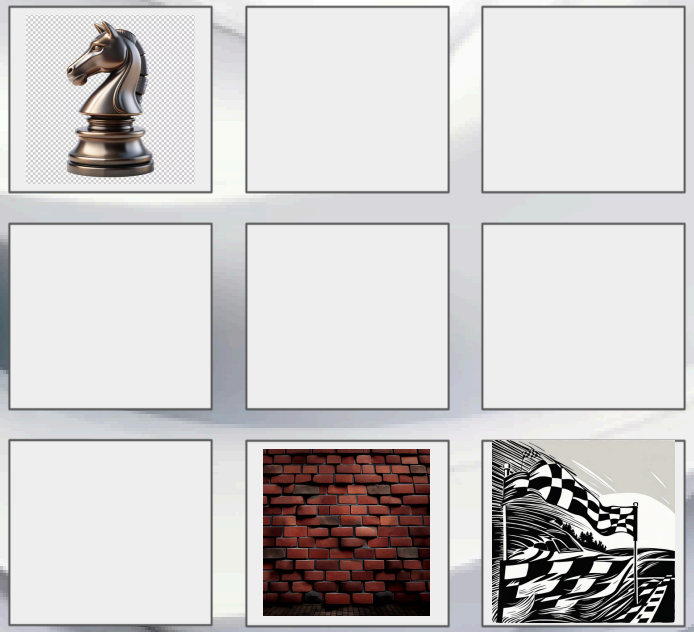



ickp1979
c13
moves: 1

AIICKP

G 15

MOVES: 4



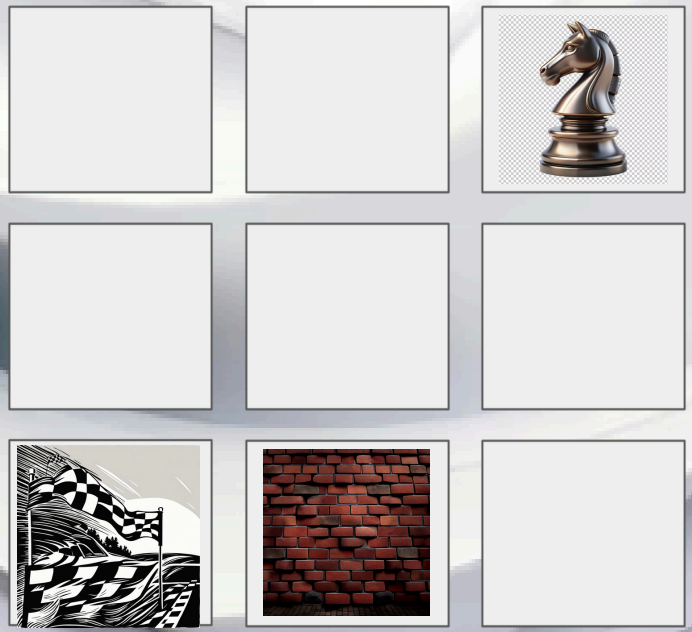
THE KNIGHT'S TRIAL

WATER USED: 905 ML

AIICKP

G 16

MOVES: 4



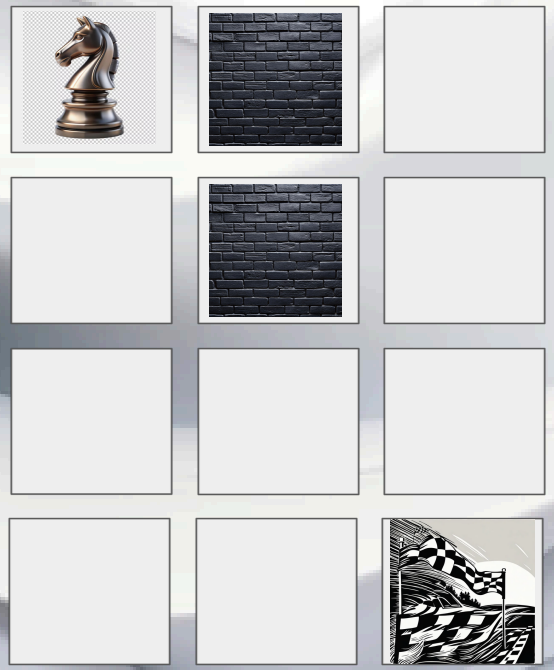
⚔ KNIGHT'S RELAY ⚑

WATER USED: 1915 ML

AIICKP

G 17

MOVES: 3



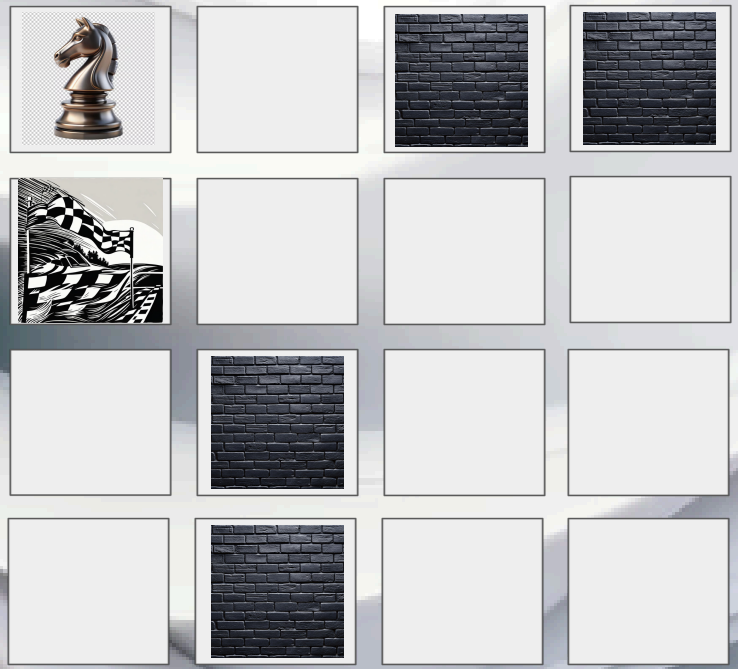
KNIGHT'S CORRIDOR — 4×3

WATER USED: 2734 ML

AIICKP

G 18

MOVES: 7



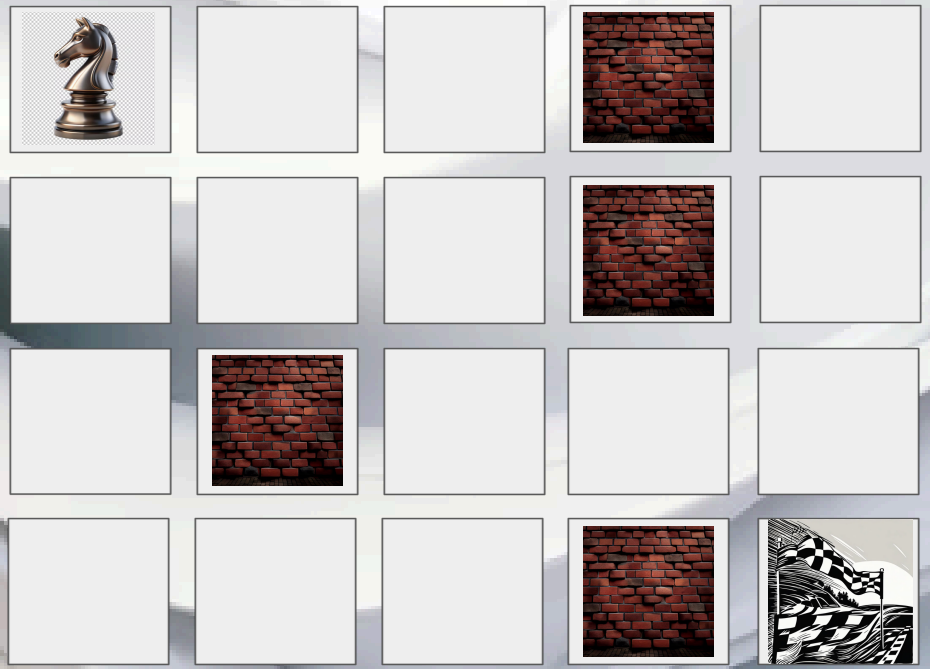
🗡️ LABYRINTH OF THE LANCER — WALL TROUBLE

WATER USED: 3672 ML

AIICKP

G 19

MOVES: 5



KNIGHT'S ODYSSEY

WATER USED: 5884 ML

AIICKP

G 20

MOVES: 6

KNIGHT'S VOYAGE (12×4)

WATER USED: 9316 ML

AIICKP

G 21

MOVES: 13

KNIGHT'S MARATHON

WATER USED: A LOT ML

AUCKP

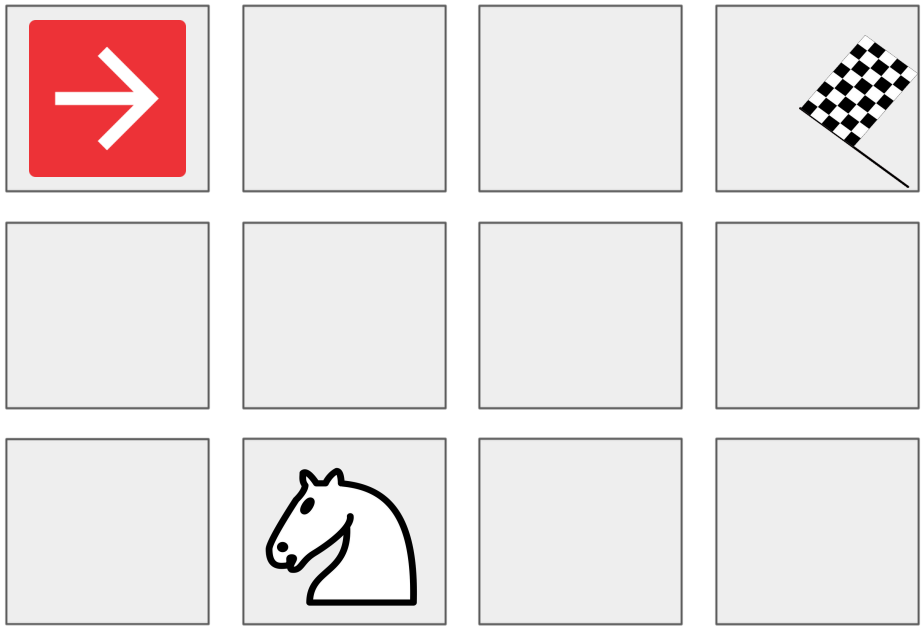
MOVES: 13

KNIGHT'S MARATHON

ICKP 2

G 22

moves: 1

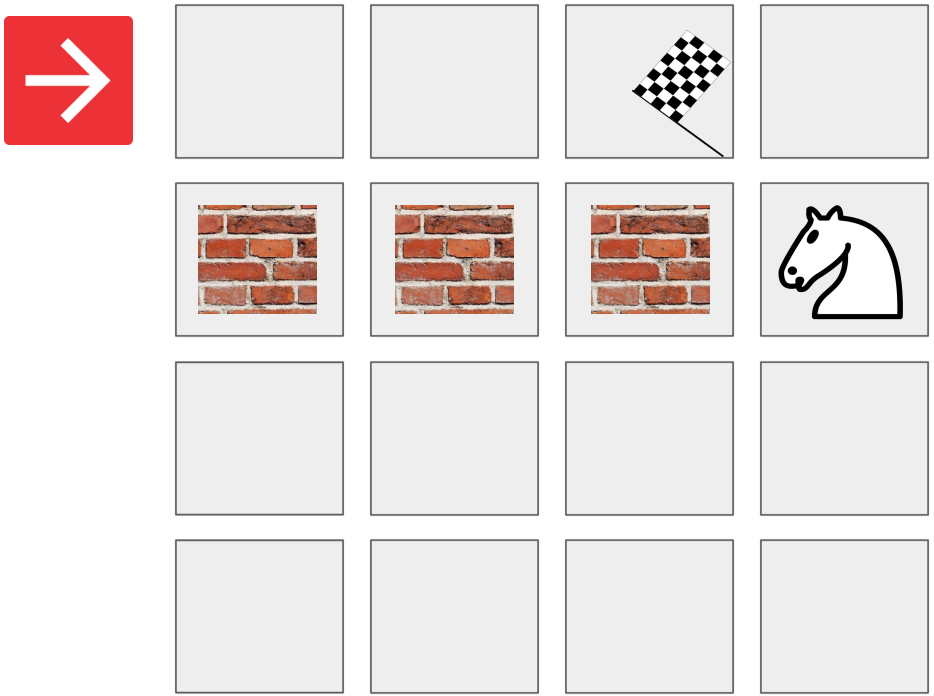


Red Arrow

ICKP 2

G 23

moves: 3

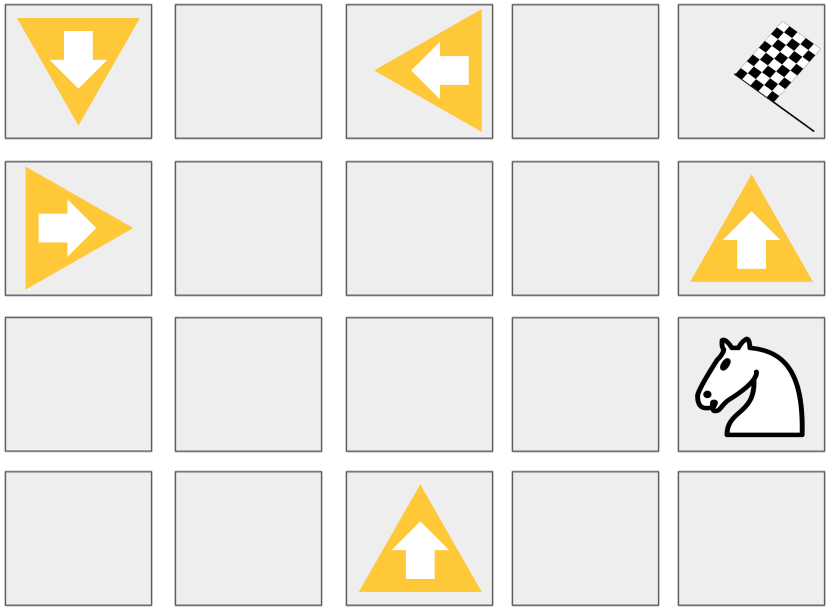


Outside

ICKP 2

G 24

moves: I

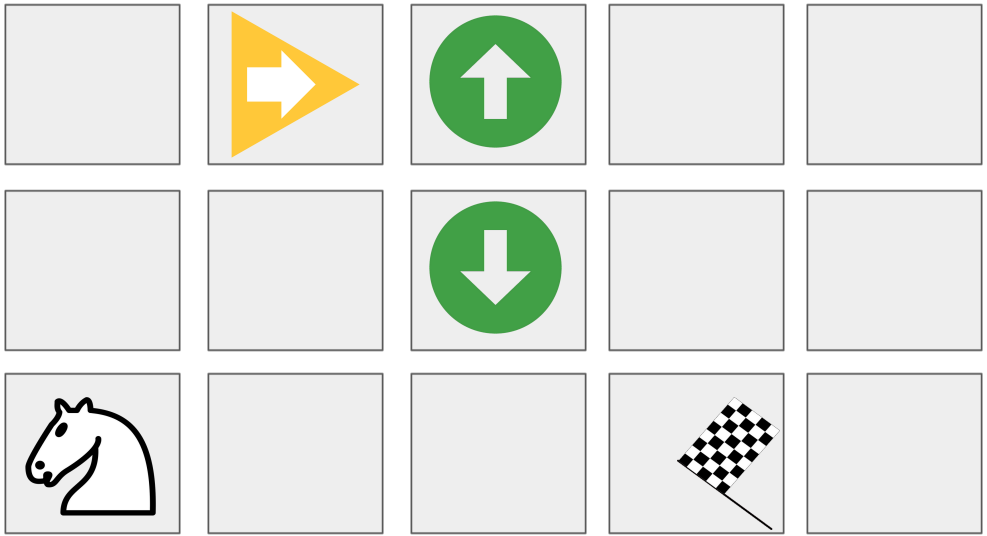


Infinity Arrow

ICKP 2

G 25

moves: 2

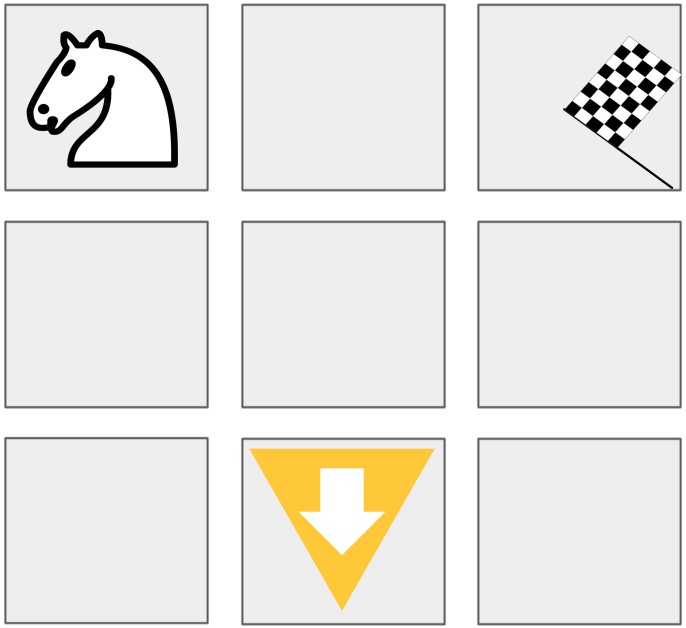


Phases Through

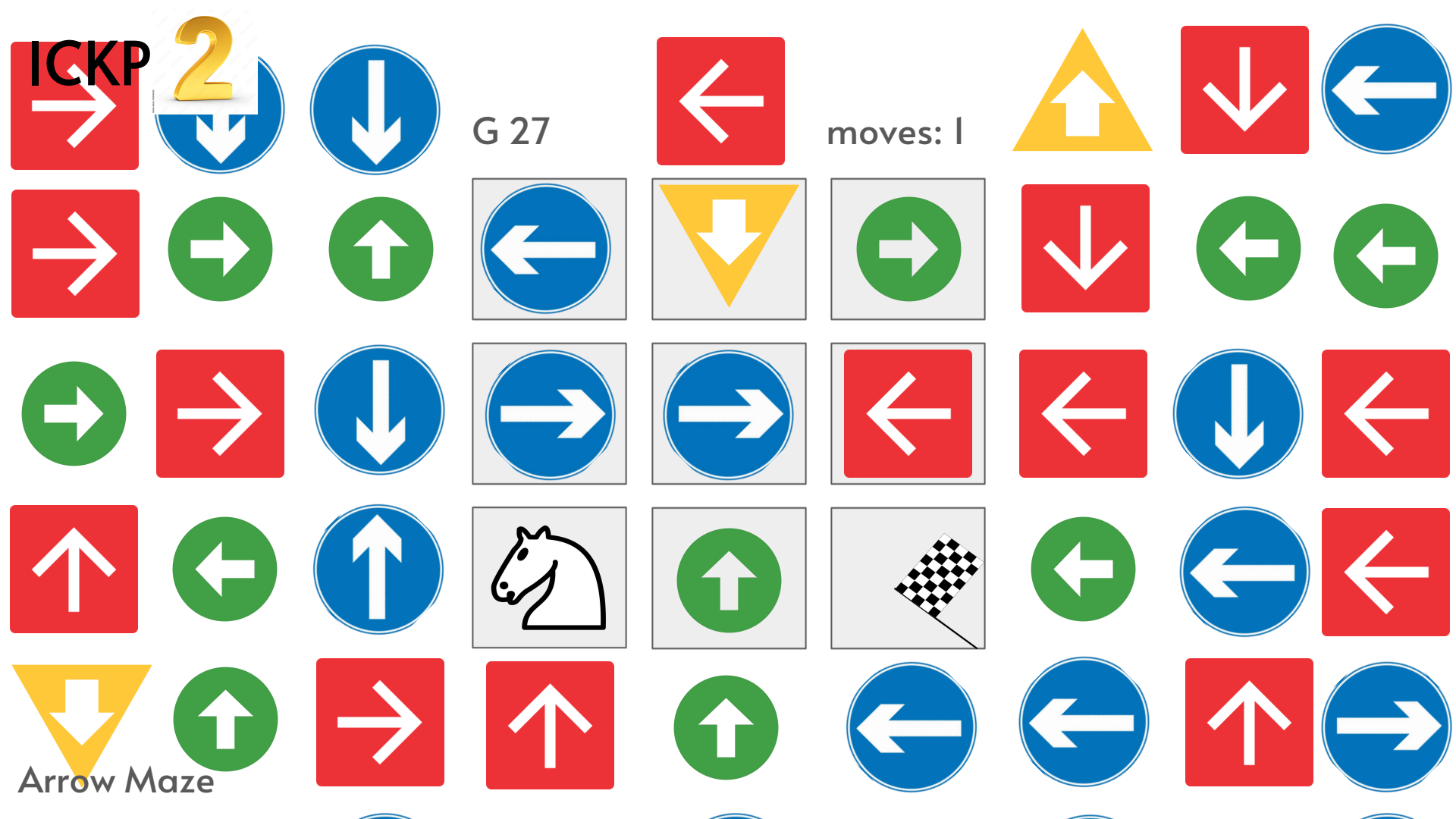
ICKP 2

G 26

moves: 2



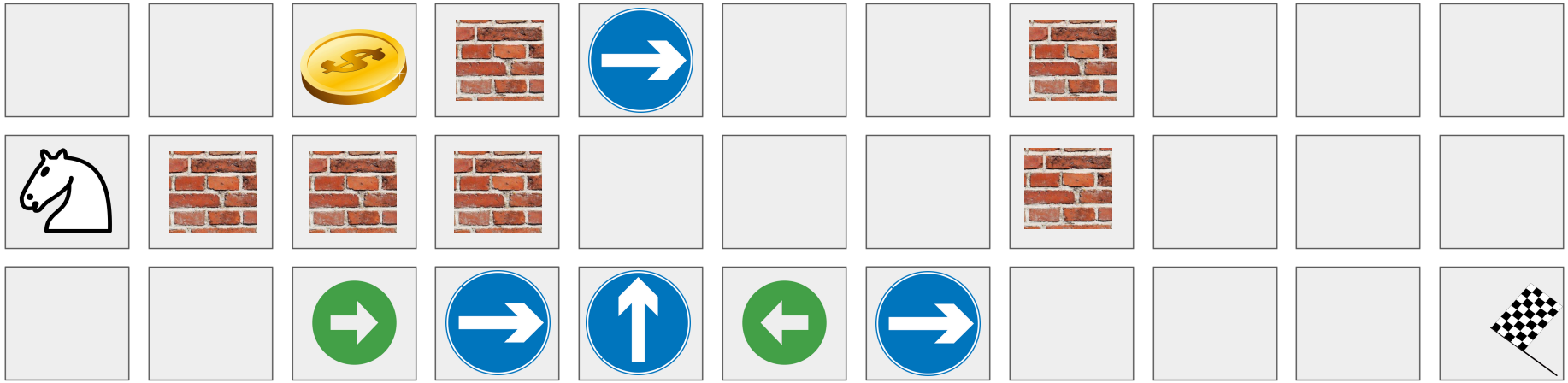
Well Behaved Arrow


ICKP
2
G 27
moves: 1
Arrow Maze

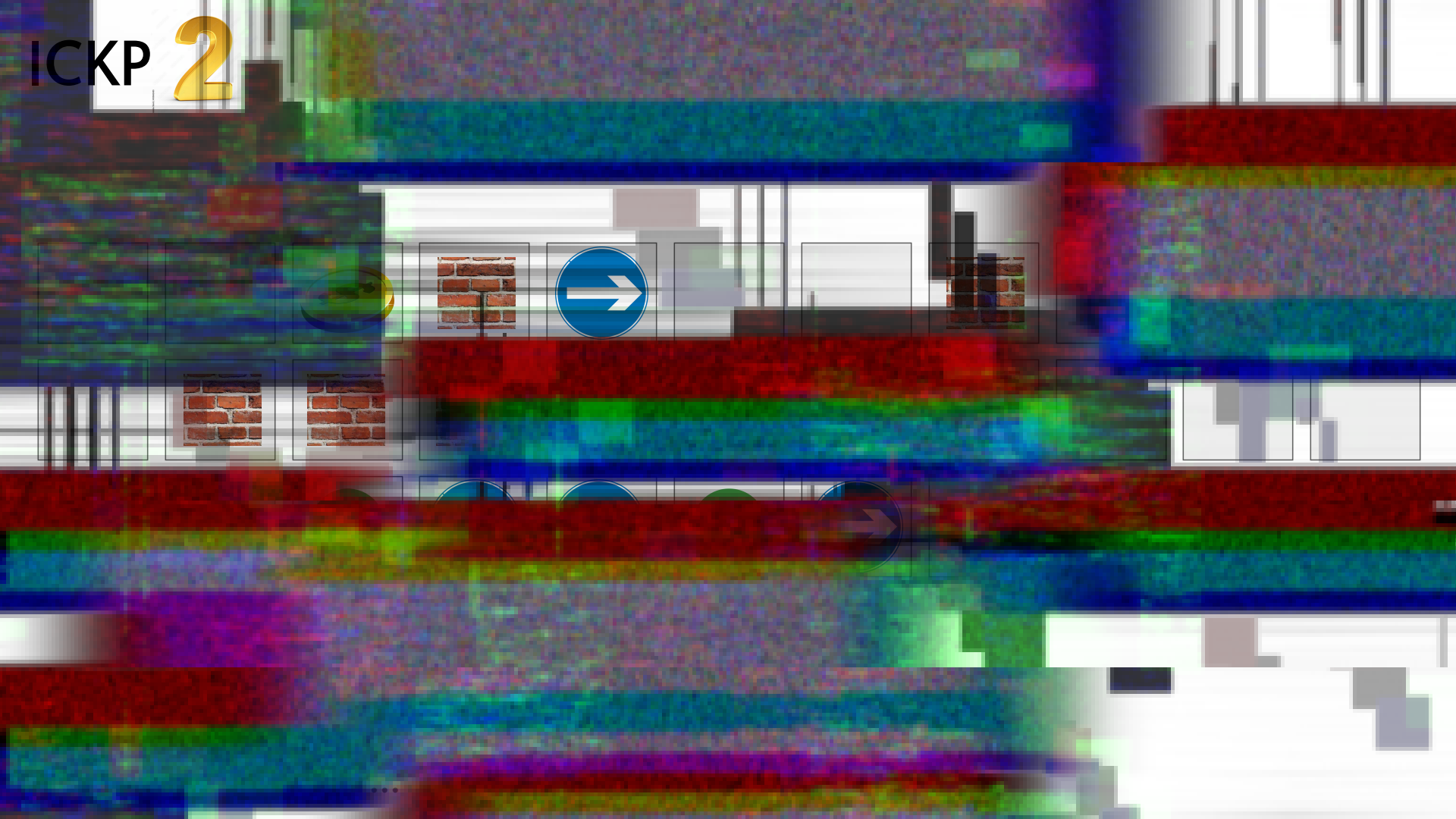
ICKP 2

G 28

moves: 7



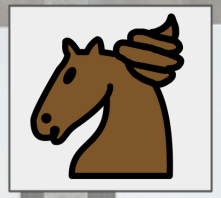
These seems familiar...


ICKP 2

ICKP Unsanitary Edition

G 29

moves: 3

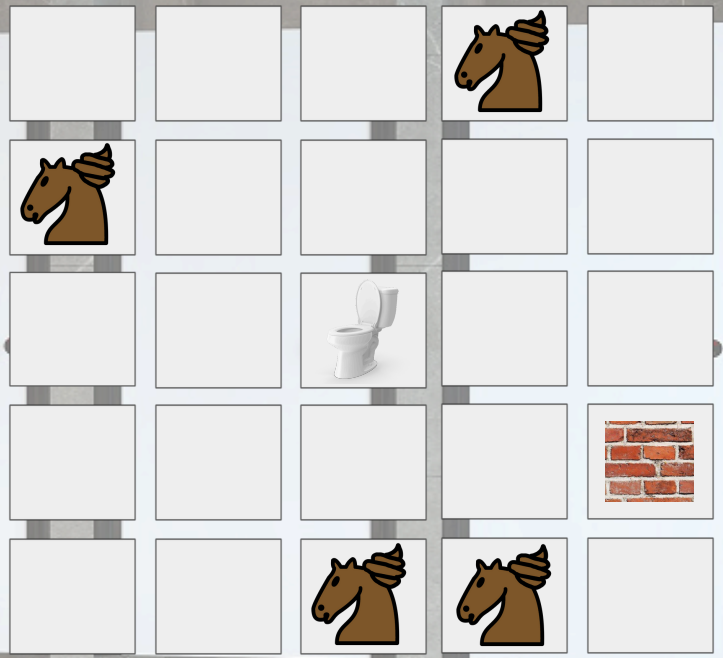


Pee Pee Poo Poo

ICKP Unsanitary Edition

G 30

moves: 5

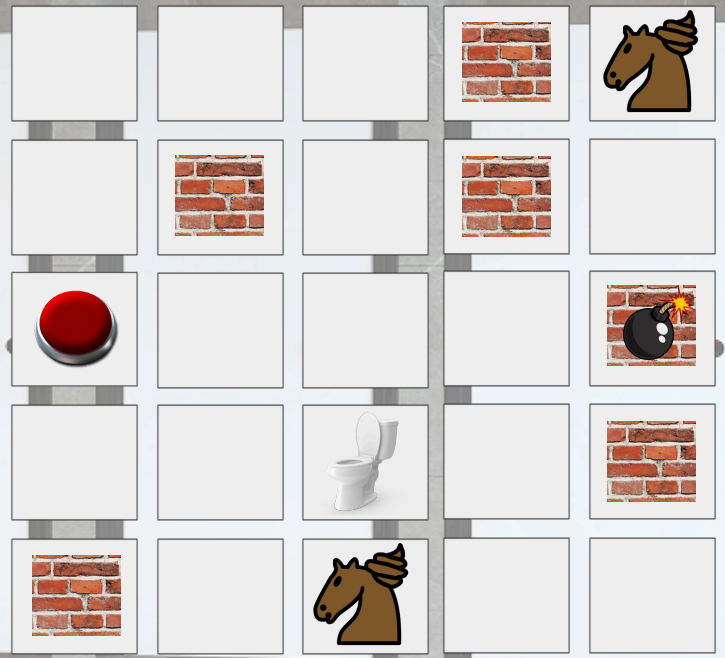


Reunion

ICKP Unsanitary Edition

G 31

moves: 8



Sheet

ICKP Unsanitary Edition

G 32

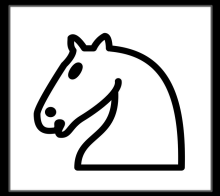
moves: 10

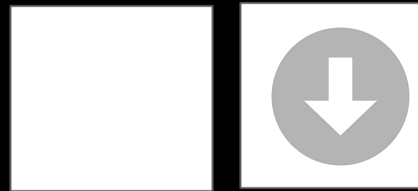
what am i doing...

what am i doing

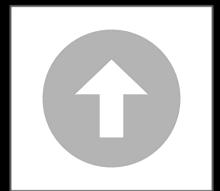
G

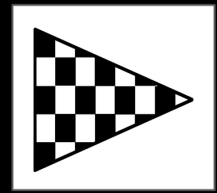
moves: 3





Complete Book G to remove this wall

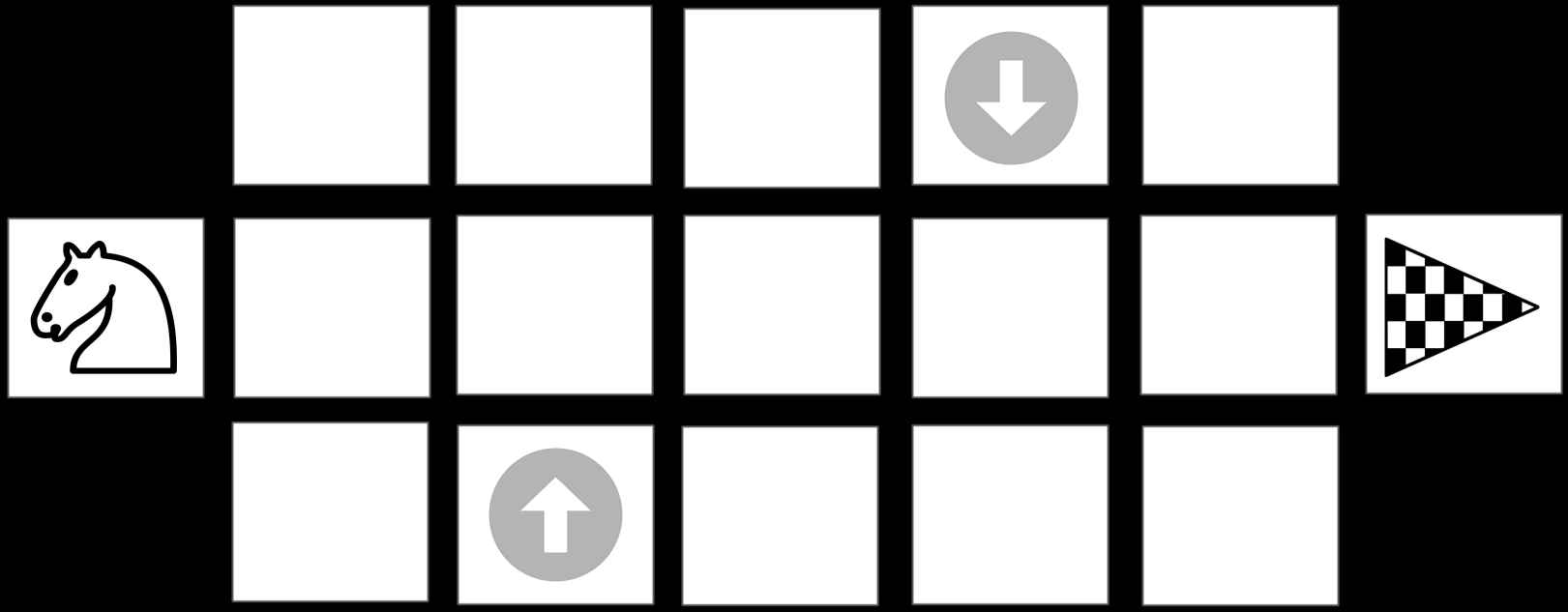




Unstable Reality

-45

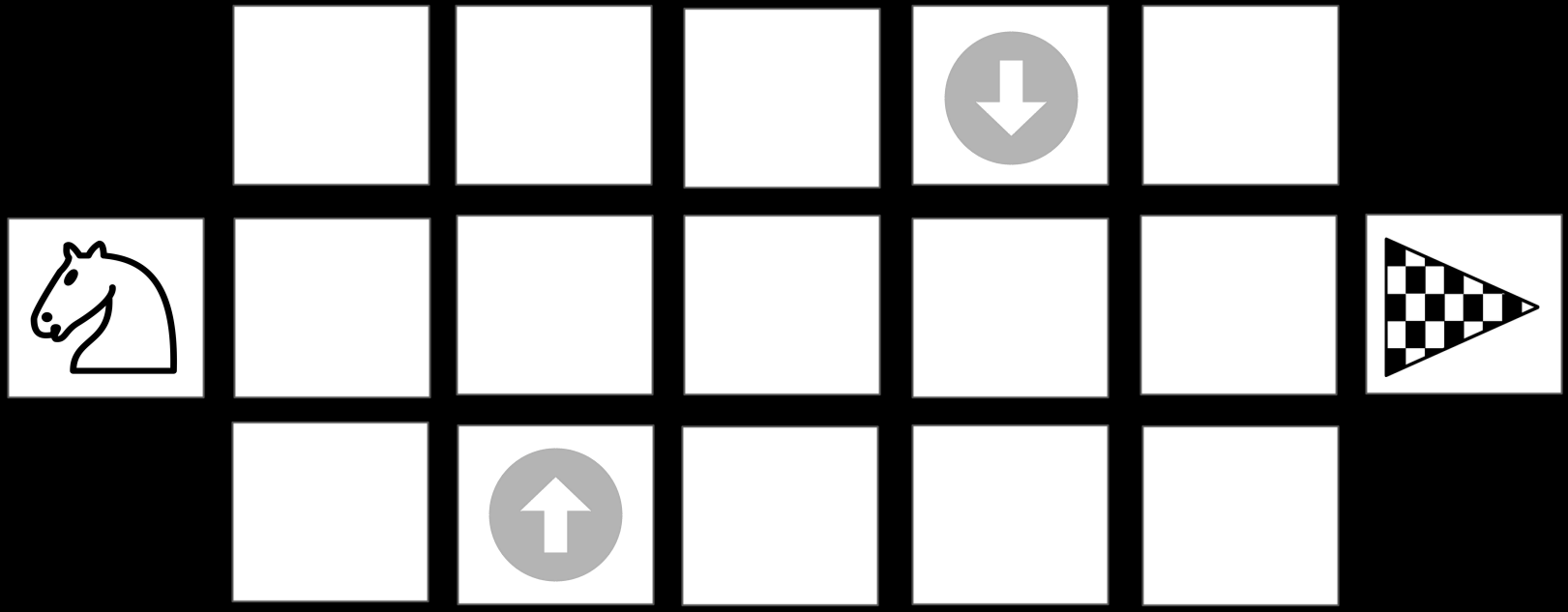
moves: 3



//YOU'RE NOT GONNA GIVE UP, DO YOU?

-92

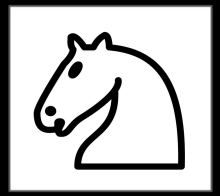
moves: 3



setlvl = -∞;

∞

moves: nan



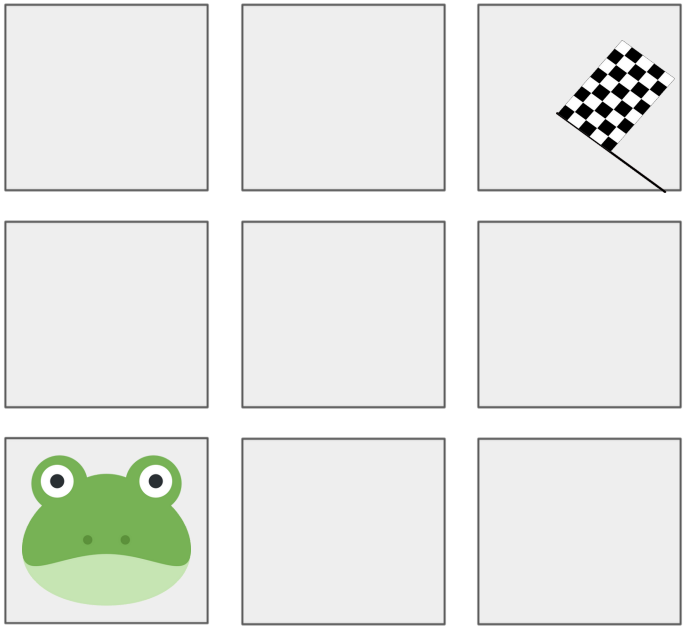
Complete NULL to remove this wall

//GOOD LUCK

A Increasingly Cursed Puzzle

Mechanic may need deducing.

Puzzles only have one solution.
(bbasharpbfsharpasharpbbasharpgsharpfsharpasharpbasharpbfsharpfsharpgsharpfsharpedsharpbcsharpgsharpcsharpdsharpedsharpcsharp)



End

Thanks for playing!
Made by Squeaky Duck

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120 Increasingly Cursed Knight Puzzles and 40 Increasingly Cursed Wordle Puzzles by KooKoo
Increasingly Cursed Sudoku Puzzles inspired on happymario3223's idea
Deltarune by Toby Fox
Increasingly Cursed Loop Puzzles inspired by kookoobananas
ICPK Unsanity Edition inspired on happymario3223's idea

People who helped me notice how horrible this thing is
Kirby
happymario3223
JShing
KooKoo, the ICKP man

toad room